

# ACE

# MAGAZINE OF THE YEAR

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**OUT OF THE SUN 30**

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**THE BIG CHILL 104**

Hunted to death, exterminated. Polar bear's life of cold... He plunges into the blizzard. Howland's meat and blood, goes to sleep and discovers a 20-mile long fossil preserved hell on earth!

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**SPITFIRE FURY...**

Not content with producing a batch of British game titles that have starred abroad and set out a full-on job of British computer. Not only can you fly across the British and German planes, but you can also play your Battle of Britain strategy - see page 104.



ACE's regular aircraft expert reveals the pleasures of flight in our page 80.

# £20 OFF!

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# END OF AN ERA

It fair made us weep, gun. As the ACE Team travelled back over the last ten years for our pilgrimage through the decade, even the iron-spirited Rick Haynes was seen to shed a private tear. Farewell Eugene Evans, programmer of the immortal Whacky Waiters, now laid down the brain drain (surely some mistake - it was a terrible game) to the USA; farewell the Microdrive ("...it will have a major impact for sophisticated personal/business software...") and where do Space Intruders intrude now (probably at number one in some far Eastern country). It's all there, in a giant three part series starting this month. However, when we actually got down to playing some of the Great Old Games, we got a bit of a shock. A few flickering sprites jerked across the screen, something beeped, and then we got ERROR IN LINE 40055. We soon dried our tears: gameplay may be what it's all about, but give us gameplay AND solid-3D state-of-the-art displays (with digitized stereo sound) any day.



## GAMEPLAY

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## NEXT MONTH

### \$6000 A SECOND

Some sprites are curly, some sprites are wiggly, but this mean a sprites won an Oscar! ACE profiles John Lasseter, a man who can move mountains - on screen.



### WAR!

ACE carries the industry's first in-depth report into the psychology, challenge and achievements of computer wargaming. Will the final battle be between men - or sprites?

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V O T E D

# ARCADÉ

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# ACE NEWS

## GAMEBOY II

Just when you thought it was safe to start saving up for an Atari colour Lynx console, news comes from the East of a new Nintendo...

**N**intendo is planning to launch a full sized version of its highly successful handheld Gameboy, according to a number of unofficial sources. In current incarnation Gameboy handheld system is being shown in Japan and USA with limited early-outfitting supply (see ACE 22).

Meanwhile Gameboy is set for a UK debut at the Earth Court Toy Fair in January - along with its real Atari Lynx colour handheld console. Some cynics say Nintendo will wait several months before officially announcing a colour Gameboy - that allowing them to soak up the

profits from its phenomenally successful mono deck. Its ACE want to print Nintendo and Nintendo for comment.

Meanwhile Nintendo has just won its long-gang court battle with Sega over the colour Lynx. Nintendo won into exclusive rights to its add-on game - after some confusion over what company had what rights from before. Although the Nintendo vs Sega court battle is over, there is still another \$120 million lawsuit between the two companies - the time over alleged patent infringement. The final judgement is yet to come and will be in the New Year.



## STIMULATING!

A California entrepreneur has developed a revolutionary new like-life entertainment ride called a Stimulator. Developed by Steven Scott, the Stimulator is an amusement park ride similar to Walt Disney's Theatre Simulator (as featured in ACE 27). Based around a Porsche One racing car, the Stimulator is a fully enclosed motion capsule - a state-of-the-art version of the steady ride and military flight simulators - which can move at 25 revolutions per minute. In fact, the Stimulators are built by Environmental Technologies for Training Navy Pilots. US governors can look forward to experiencing a Stimulator later in the year, at their local shopping mall or amusement park - so for their UK counterparts we'll have to wait and see...



Walt Disney's Body Wars Theatre simulator in full swing

## SEGA FOR RENT

Vega/Mastertronic has hit upon another great marketing scheme to promote its Sega Master console - its going to let you rent or buy Segas from your local video rental shop.

Under the scheme, you can go into any VCR/Console store where you can rent 1990 model for 90p and rent out a Sega console to play the cartridge. Although rental prices will decide the eventual selling price, a rough price guide would be £10 per weekend for the console with a like game (from 60p) and £2 per night for a game (from a selection of twenty like the Mini). On the subject of the Sega rental company, Philip Lee - Sega Brand Manager at Vega/Mastertronic - told ACE: "We're lucky the Sega is an instant profit".

## SHOP TILL 'YER DROP

Computer City Superstore - the world's first computer superstore - opened its major US catalogue (but last month in Garden Grove, California). As well as demonstrators of the latest hard and soft ware there is a soft ware lab for testing programs. The national assortment of distributors are supplemented by manufacturers such as Apple, IBM and Epson. The next Superstore will open at San Diego and Computer City plans to open 25 full stores over the next five years. Unfortunately a UK Superstore doesn't look very likely but you never know.



Steve, on left, showing Steve, that CD

## COMPACT CODE MASTERS

Not even budgeters Code Masters has come up with a novel way to sell its games compilations... by releasing it as Compact Disc for the Spectrum, C64 and CPC.

The £20 CD game compilation including Code Masters' "classics" like 2000 Simulator, Four Masters Defender and Four Soccer Defenders comes on a CD and leads to connect to a CD player. Code Masters claim the CD will work with 99% of players, with an average load time of just 20 seconds. German software developer Rainbow Arts already has a similar CD package for the C64 - though the Arts pack only includes six games and costs £30. Amiga, ST and PC owners will have to wait for their CD ROM game disk to "become a reality". Funny enough, Code Masters aren't selling the pack (CD Simulator).

## BUDDING BUDO

Electronic Arts' latest PC release is a top martial arts game with a multitude of opponents and disciplines to master. The most striking thing about the Budokan is its beautiful graphics and wonderful sound. The octagonal back drops are complemented by vibrant lights and waterfalls from the sampled sound effects through the internal speaker are impressive. As with most EA PC titles, the full complement of graphics modes and sound boards are catered for. AGE has played an impressionistic version of the game, and it not only looks and sounds good but also plays extremely well - stick out next month's issue for a full review. PC Budokan costs £24.99 and should be available now - other versions may follow later in the year.

## NEWS FROM USA

- The Wizard movie from Universal Pictures - starring Fred Savage from the cult Channel Four Sunday evening comedy The Wonder Years - tells the adventures of two brothers at the National Video Game Championships. It opened across America on 17th November. It should be over here during 1993.
- Taito America has bought up the rights to Hudson Soft's The Last Crusade from Lucasfilm Games. The game should be appearing in coming form sometime this year. Previously Alan Games handled the video conversion of Hudson's Indiana Jones and the Temple of Doom.
- Conversions games are to be converted over to Nintendo 64. No title details at present but Defender of the Crown is sure to be among the conversions planned.

## IN THE PIPELINE

From Games International is a CD game with its latest game that it's licensed the title out to leading US software company Lucasfilm and is planning concept console and handheld versions. With a professional title of Poe Dameron the game was originally created by John Dele at the Skywalker Line, but once Lucasfilm got involved with the project it underwent some tweaks in the looks and playability department. Poe Dameron is one of those simple but interesting activities, intergalactic games like Tetris or Star Conflict to see it sometime in January on Spectrum, C64, CPC, ST, Amiga.



## NO SEXIST SOFTWARE

CAES (Campaign Against Sexist Software) in Salt Lake City recently celebrated its first anniversary. Sandra Vogel, founder of the organisation and four ST gamers, decided to celebrate against sexist software after playing the often too game too many. Vogel says "I can see no reason why stereotypes of women for men should have to be used in computer games. One of the advantages the technology has over other games media is that you can do it totally anything with a computer."

Membership to CAES costs £3.65 per year. Members receive an magazine a year, lots of recommended software and copies of useful organisations. If you're interested make cheques payable to Sandra Vogel or send to CAES to Sandra Vogel, 3 Helen Court, Marley Road, Waltham, London SE19 3DQ.



Not your heart out, Bruce Lee!

# HARD DRIVEN'

AGE INTERVIEWS THE GUYS BEHIND DOMAINS 'HARD DRIVEN' RACING

Jürgen Froehlich and Marc Day are the programmers behind the ST and Spectrum versions of *Hard Driven* (reviewed on page 164). *Spectrum Hard Driven* took five months to write. Day used a "Virtual Driven" as a development tool until the source code got too big for then switched to a PC 386/486 system. The final source code version is at 200K including the actual program files data. Day spent the first month "abstracting the polygon rendering routines" — the final game runs at 3 frames per second with a "fairly limited" number of on-screen objects. The CPC and C64 versions use the

previous record sets. 28 days 1 hour and 40 min at 440 had only written one game before *Hard Driven* — *Double Dragon* on the PC. Day made the move from the PC to the Spectrum because "the Spectrum is a simple cheap cut machine to program with no complex and Operating Systems or various incompatibilities." Day believes these will be increased emphasis towards 3D games in the future. The new powerful graphics hardware will be put to good use! His next game will either be another Spectrum computer game — probably *Clanley* (engine 327M Raster) — or a 40000 programming project involving complex 3D-scenes.

Jürgen Froehlich a 26 year-old West German from Düsseldorf made all the 1541 versions of *Hard Driven* except the HD64 version which is being written by the independent programmer (see review on page 164). The game took about 6 months to write and was written



Jürgen Froehlich, Hard Driven

on the ST using Turbo Card and Art Director. The final source code is 200K-400K with a total of 700K-800K. Assembler. The hardest part to write was the rotation code. The most difficult version was the PC due to its lack of foreground and allowing graphics modes. The latest versions maintain a frame rate of 8.33 a second with over 250 objects on screen at the same time. Froehlich started out writing utilities for the Apple II but he got to be hooked on the Star Wars concept that he wrote a like version *Hard Driven* is his second game and he will probably be writing the 1600K version of *STRA*. Jürgen Froehlich has a hard towards 3D graphics and more complex games with "virtually worlds where four or five players can interact together."

Jürgen Froehlich	Marc Day
First real release	First real game
1.6.1984 (MAME)	1.10.1982
1.6.1984	10.1982
4 months to write	4 days of programming
200K	7.1.1982
TOP END VERSION	TOP END VERSION
2.8K	1.600K-800K
2.1.1987	1.1982 (HD64)
2.1987	1.1982 (HD64)
4.1987 (HD64)	4.1987 (HD64)
6.8K	2.1987 (HD64)



Marc Day programming, Jürgen Froehlich with graphics



Color Strange new Planet



Color Strange new Planet



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# STAR FLIGHT

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Christmas Spirit...



# GH**U**STBUSTERS II



ACT

# Christmas Cracker!



GAME  
WEEK



## POWER DRIFT



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# IN ARCADIA

HOMICIDAL FRENZY IN GOIN-OP COUNTRY...

John Cook runs the gauntlet of the recent Associated Leisure Preview in London and discovers a promising new Tetris challenger...plus



## BLOCK HOLE

Konami



Block Hole is just what you need when a physical puzzle machine (the Gameplay 10) is founded with the thing done on the falling 5 million and counting. Counting was first too.

Well, theoretically that means that just about every software company in the world is trying to produce another arcade puzzle game to be the next Tetris.

There have been some pretty bad attempts so far. Taito's *Plasma* probably being the worst, but now Konami have come up with one that is the best of the bunch yet.

Block Hole is almost like Tetris in reverse. Tetris means space invaders, maybe? The game is that you control a single space ship moving left/right along the bottom of the screen just like *Invaders*. Instead you fire vertically on the screen, but instead of laser fire, it's building blocks.

Down from the top of the screen comes a series of angular shapes, each at once if one of these shapes reaches the bottom of the screen then you loose a life. So how do you get rid of these shapes? You have to fire circles at them to make 'em rectangular, then they drop out. Then they start coming faster and faster. Dead simple sort of, but it works.

There are a few other complications, but this is essentially it, and I can personally swear that it has much of the appeal and addictive value as any shooter.

As one of the most popular games on offer at the Preview, expect to see Block Hole after the arcade only next year. And the odds are you're probably buying what it is, maybe a quarter some computer version soon after that.



## SPECIAL CRIMINAL INVESTIGATIONS

Taito

In recent years, after *Op Wolf*, Taito's greatest success has to be *Crime HQ*. This was a steam driving game where you had to imagine you were in Miami, firing along a fifth motor, scoring after assorted motor robbery.

When you caught up with them, what did you have to do? Build the leader car into them and they burst into flames and pulled over. It

was never like this in *Crime HQ*.

But despite its success, I always felt that *Crime HQ* had something missing. That elusive touch that is the death of all motorists who have ever driven in London have spent during rush hours. I finally had that of!

Simple. The ability to lean out of the car with a lance and blow all the other cars off

Many of the arcade crashes might seem a bit simple this time of year but, in usual the trade it's busy looking at the amount of the cash earned, good shooting scores, and generally getting an extra laugh in the most money but money and what they'll have to buy to make their own end summer.

To this end, there are two major UK trade exhibitions in the States. The first of which was held recently in London, and very well attended too.

Arcade operators made the long trek to the Midwest in Hendersonville to see the latest hardware in action and they weren't disappointed. The big manufacturers take their shows very seriously and these were games that hadn't even been shown at the huge UK AMCA show a few weeks previously.

### CRIMES OF DOUBT

First for the best news. And when you thought it was safe to go back into the arcade without sporting a fish pond, both *SWR* and *Sega* came out with more electronic shooting games.

This is made of the more depressing day Sega's effort, *Line of Fire* being the first licensed to produce an Op that was having held out for so long. There is probably only one of the other Sega's yet.



Line of Fire

And, and beyond upon experience technology will not mean scoring and hence entirely types coming. Surely you of a constant rate. All you have to do is engage finger into the button then dangerous both conscience and blood later.

Better than liming the players' land there can be up to two of your ammunition. Sega have planned for a bonus based on your percentage of hits, and one of the game seems an excellent example of its type, although I am still really dismayed that anyone should need to buy good money to blow away the human being.

All good fun of five lines to produce the action a little way from reality by using

large cartoon bubbles with "Quit" or "I Don't" when you quit it.

Of course, had a big session with *Abandon! Abandon!* a two-player dose of Q\*bert which was strangely a great deal more successful than Tetris's own follow-up to the mega-hit. *Abandon!*



**Abandon!**

Trustball? Will they model this with *Quest Buster*?

This can be played by up to three players simultaneously (but you are the honorable opponent with the one you are beating every ghostly goblin and thing that too. He they we got turned out, I'd call it a cross between Q\*bert and *Maniac* (spite-based sport) and as such I guess, ending on my philosophical bit on. I'd rather see people playing it, it's obviously a great game than something more subtle.

It is interesting to see if these old generation shooting matches have as much success as the former based, but you can tell they won't stand a chance of the *Rescue in Hangerford*.

#### PINBALL POWER

This is a lot of great ideas from the Show however *Pinball* seems to be making something of a minor comeback which only goes to show that some players have got a bit of common. In the UK, the average split between sets and pinball is around 45/50, but it's nowhere near that high in the US, so yet. With the great talent that are being produced at the moment however *Black Knight 2000* (Disney Night Football Police Force) (in those states) are maybe that will change over time.

Secondly someone has come up with an arcade game that is aimed at good as *Pinball* (Black Knight) — see *Pinball* (Luff) hope there are lots more to come.



the road like few other games. *Special Criminal Investigations* effectively *Chase HQ 4* allows you to do this and by golly it is so satisfying that the psychoanalyst looked already.

Controls are almost identical to *Chase*, with the addition of the buttons on the strut of the steering wheel. Press it and loosing, at first you get a gas booster if a pair to administer both adjustments will.

But if you're good — very, very good, the US

#### Special Criminal Investigations



drops you upgraded features by helicopter and then the fun really starts. *Abandon!*

Not the kind of thing you expect to get in great deal of intellectual stimulation from, but if they ever release an N64 version *BOB* for it you'll have to give out of the cabinet with a scowl.



## EXTERMINATOR Gottlieb

*Exterminator* 'Who are they?' will hold on a bit. Gottlieb generally makes quite good pinballs, the latest being a superb effort called *Star System*. But comes by it has now returned the video market, and in the widest possible way.

People like the other Gottlieb machines for lack of imagination and choosing the make safe and early games. But these again, it's not our horses on the line if the games come!

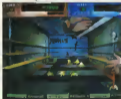
I anticipate someone at Gottlieb is, other going to be very nice — or have less, in the near future, as *Exterminator* is a completely new and fresh game. As such it seemed worthwhile to write someone.

The look of the thing for a start, despite backgrounds and sprites. The theme music itself the control is a standard hand which can stop or use fire at attack series of horizontal objects that come out of the cabinet at you.

A nonstandard control system doesn't help matters much, making the game quite difficult to get into. And I'm not even sure I like it or not, but it shows that someone can still use their imagination and is still willing to take a flyer in this business. For that at least I strongly recommend you give it a try.



**Exterminator**





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# ACE LETTERS

**YET MORE MOANS — AND VERY UNDERSTANDABLE TOO — ABOUT THE LACK OF VERSIONS FOR CERTAIN MACHINES, A HEART-WARMING STORY OF COMPUTER GAMING SOLIDARITY AND A SAD TALE OF A MOTHER'S GAMES OBSESSION DEPRIVING HER SON OF TIME ON THE MACHINE.**

## WHERE OH WHERE?

A few issues ago in ACE the first game Rainbow Islands was reviewed. It was rated 5/5 and I thought it would be a great game to get for ST. Since then I have heard nothing about it. All the real world companies I have phoned don't have it. It's not in any of my local software shops and I was surprised not to find it in your Times 20-toppers and dozens less. Can you tell me what's happened to it?

How do you know if the arcade game Pinobots, big as it is, is converted to the home computer? Is Golden Age being converted?

**Orly Bellenfant, Berlin**

There will be probably be an ST version of Rainbow Islands, but just at the moment its anybody's guess when or on what label, it will appear. As for the other two games you mention, we haven't heard of any conversions under way.

## MOUSE GROUSE

Well, I appeal to games designers, programmers and software houses as it always exists a facility to go from the keyboard and the mouse. Some of us out here use our computers for work and it hasn't got the room and it's not a good idea to have joystick around. There are several games I would have purchased, but I was deterred from buying them as they were joystick only. I can fly around and blow things up perfectly adequately on Microsoft's titles without recourse to the joystick. So please, my programmers — make sure that your products are suitable to the widest possible customer by including keyboards as mouse or joystick playing.

Seriously, although I have read that some software companies are abandoning the Atari ST for the things are they really as foolish as to forget the hundreds of thousands of installed Atari ST software buyers?

**Mike Taylor, Hamburg**

If you're interested in games, it really is time you got round to buying a joystick. It makes a lot of games a whole lot easier and more enjoyable. However, we take your point — programmers should wherever possible include mouse and keys options. As for your second point, we doubt whether software houses are quite so foolish as to abandon the ST. It's a strong market for them, especially in Europe and they aren't going to forego the chance of making more money any day!

## HOURS OF FUN

I must say I've had hours of fun playing with the 'Get 12 Issues Of ACE Comfortable Into The Fielder' game. But you gave away free when I had received my subscription.

Unfortunately I have to admit that it has its limits, although I do manage 12 issues before the folder expeditiously showing me and the bedsheet with lots of well-meaning articles and other assorted debris.

Can I, through your pages, ask if anybody has beaten my record (which included five December's bumper issues)?

**Maxim Greiner, Bournemouth, Sussex**

Despite a collective IQ that fails to make their figures we can reveal that members of the ACE team have indeed broken your record, usually marking off 12 of the year's issues into the binder.

## GOD SQUAD

Dear moral ACE readers: I am the Only who offers to make sure that violent computer games stay not only on Earth but in the whole Universe.

I believe that a computer game does not turn 18. Good into that teenager or anyone else for that matter. Violent games are great for letting off steam, and so for great fun.

When my followers are killed on the field of Popovus I turn to Operation Wolf to do the job myself. No, I don't throw bolts of lightning at innocent humans. I see I have just up on M16 and turn to advance violence — I turn on my ST!

Why must some stupid morals go against violent games? soon it will be against TV shows. I will never understand why some morals believe that violent games cause murders and so on. It's not my business that it because they never got to play a violent game.

I would like to order ACE the God of PC computer magazines.

**Dave Minto, New South Wales, Australia**

Your wish is our command: from now on ACE is the God of all computer magazines.

## ST SALT OF THE EARTH

It's got to be 20 hundred hours to those hard bytes say I received a phone call from a fellow ST user. He had seen my plea for help at your feature column and generously to provide me with the cheat mode to Progression Sandstorm. In my hurry to load up I did not think him for too long, however, call to the Lancashire Mike who saved my hair (grains what I'd like to say, thank you).

I'd appreciate you printing the letter as I feel it shows the good nature of ST users.

**Tom Woodwards, Greater Ouse**

Your advice for a couple of yer' heart stuff!

## INFERNAL ENGINE

I was very interested to read your

article about the PC Engine. Our 12-year-old son has dreamt up me with computer games for the last two years. So when he read a report under the year in various ways about the PC Engine he had to take one.

So in June of the year after for months he had saved to buy one. We went along to a shop in London full of excitement we got it home and — guess what? As it did not work and roll up the screen. The game had not ESRB so I was happy, but we went back to the shop and it worked for them. We travelled up to London eight times each time they changed parts and games but nothing helped. I demanded my money back, but as they would give me was a great deal. This was fair, but when we went back they gave us another PC Engine as they didn't sell anything else my son wanted. This I accepted, it worked on my old block and while television — and on this that had vertical hold knob. So we bought an old colour TV and

# THE BEST OF THE BEST

## T 'R I A ' D



### V O L U M E 2



**PT Panic Zone**—How often have you seen your friends get their attention? Well now it's your turn. Being a fun, fast-paced game.

**PT Action**—This game is not just a game, it's a challenge. It's a test of your skills.

**PT Action**—This game is not just a game, it's a challenge. It's a test of your skills.



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**PT Action**—This game is not just a game, it's a challenge. It's a test of your skills.

Right, it worked.

So now I read your article about PC-Digital in ACE. I know it was not us. I think more research should have gone into the Digital before it was allowed to be sold to the United Kingdom.

#### Mrs P Priestley Croydon

You certainly Mrs Priestley and we can only congratulate you on what you have achieved as to why my shop wouldn't give you your money back. But at least with your old colour help things seem to be a different far way.

## MEAN MUM

Woe back in 1982 my father received a Seaguy 48R for Christmas. It fit well and for two years, the few problems arose.

One was that I accidentally bought a game. Hounded friends, which I preferred. My mum said for her instead without it. Just, but the previous year she had to have it in Daily Tempest.

So as I got sick of it I bought a D4 last years ago. The problem is though that we've only got the TV for the two consoles, and I never get to play the D4.

So am asking you letters a little more on the letters page and tell my mums how good it had it is.

#### Phil Evans, Wallasey, Merseyside

Come on Mrs. Evans - how a heart it's just not for staying your son of his for on the D4. Get it a when - you might even get it yourself!

## BUG HUNTER

I had found a bug in the PC version of The Atlantic Codemasters and Captain America at Dr Blain's Beaches. Any time during the game you can send your position at the comic, someone by pressing B. Later on in the game when you do press Y in the first set of starting comic screen that takes it and you should return to your saved position with full energy.

Alan Young

## F-16 COMBAT LETTER

I write to express my disappointment with your recent review of Digital Integration's F-16 Combat Pilot game on the Amiga. I think that the game is probably of such considerable importance to the Amiga as to be listed at the launch of the computer.

Digital Integration cannot be criticised in the fact that a lot of serious single simulation players enjoy the benefits of buy this game. So why do they find it necessary to release an expensive, costly computer program which reduces the happy customer to a state of constant shock weapons? The game is far from user-friendly. I am no stranger to computers but it took me a good twenty minutes to figure out the Delta 300 requests, which of course are undocumented in what passes for a manual. The graphics that greet the player in the main screen are blocky and poor, the character art is what the best for messages is presented a barely legible and the music points is flabby and grey.

The final of the product's problem was that of integration. If you need something, find something up and compare the result on F-16 Combat Pilot, for the engine we have an excellent copy of the whole issue - also helicopter boards a full-headed single issue and many other good effects. On helicopter we have responsive, intelligent controls - a very nice set on the keyboard is all that's needed for takeoff/landing, landing, etc. - and it's all very clear on the display. Combat Pilot however is quite a different matter. It appears to be slow and inefficient unless the same issue - there is no good touch on quick response. And after pressing a key produces no real effect at all and it needs to be pressed twice! There's certainly no way a simulation should be.

The general movement is also totally inferior to helicopter motion so we have the sensation of speed motion can be maintained the quality is extremely poor with much of control tower or suspension bridge. And as controls go, you're hopeless in combat Pilot, it's just and looks any sort of "real". The controls can only be described as crap. A few old books and a twenty white loading time and there is break up the necessary and where are the jet of escape of round when on Combat Pilot all seems in intention and not the underlying "realism". There's not - and we quickly find another expensive element. Of course it may well be my fault; it may well be that using such a real F-16 engine and it continuously and suddenly stop these days. It may well be but that writer understood that the amount are understandable. I may well be true that written instructions from the manual are not intelligible. It may be an unfortunate effect of being such companies that have one a cockpit mounted at least like great jet systems. The only cockpit position where I can see the unit - but this isn't just the one alternative, which would be to take the programming the first place! It's a waste of money and I feel that is a shame that could have happened to be more so called on for good value. It's all time, regardless of how highly you rate a program. I will make them sure that I get an indication from a friend before I buy out now, at my heart's content.

I have been an Amiga owner for a year but an ACE reader for only two years. If you wish to keep your readership you simply cannot continue giving rump the D4 to programs as found and of such obviously poor quality. In that year, it may well have

been but it takes me four hours to earn £25 - and there isn't a day of my life. I don't need to spend money on the game - but putting my faith in your statement I did so and I regret it. In general, I have to remember that just because a game is getting me (e.g. Intonation) it does not mean that it isn't the best of its kind or that you should for it and it is a very good potential means to the introducing degree of complexity addressed in the F-16 Combat Pilot review. The amount of stability is quite incredible. Caught and response and fast of the Amiga all experience. Good! And how about - an essential addition to your collection. Well, it isn't essential to me and has provided the well about as much enjoyment as watching the plastic plants grow at Newport Pagnell's florists.

So come on those consider the users all time. To present reviews of that sort being published (and probably be desirable to have more than one reviewer) is the case. For any one program or to provide the status of the reviews themselves for the individual reviewer so that we know what judgment may be made in line with that of the main individual. This is the way the old Crown magazine used to work and I have not seen a better reviewing system anywhere else. But these days, with rates as high as £25-£30 mistakes are costly.

Richard A. Harwood, Leeds

#### ACE Reviews Editor Laurence Hubbard, replies

Unfortunately you seem to have misread or misinterpreted this review. The phrase "the best of its kind" was comparing the design aspect of F-16 combat pilot with other reviews of the same genre. All in all, in the review was there any direct comparison with any of the other products you mention.

I'm aware that I really cannot agree with your phrase of F-16 Combat Pilot. It is a program designed to appeal to simulator fans who are looking for realism. Under that general genre, people who would be more interested in graphics would be out of context with that you mention.

Regarding the problems that you feel with key-try pointers and sticky keys, we experienced some of these. I would suggest that the problems may be caused by either a defective machine or defective software.

Although ACE reviews try to be as fair and objective as possible in the way that they review games, it is impossible to ignore the fact that personal opinion and taste and always figure in any review in any magazine. It is inevitable that occasionally a reviewer's feelings about a product will not correspond with your own. In the case of the publisher's simulation, I ought to point out that yours is the only article of that nature we have received. Furthermore, if you care to glance at our Black market feature on page 26 of the December issue, you will see that F-16 Combat Pilot was the most highly rated program across all the simulation magazines that month. Obviously I am not alone in my opinion of the product.

## CLEAR FOR TAKE OFF

I have just read your version of the Number 9 jet simulator in *26 Weeks of Video Games* which states that all jets before have been either operational Laser Jets and Cosmos or they're least light and slow to take to speed if there are any jets/simulator/light simulator games around as I'd like to take to the skies in a Boeing 747 or an Airbus 320 landing in an airport like Paris and New York before getting back to Cork.

I know that *Fight Simulator* does have different scenery data for Europe, Japan etc., but as far as I know the flight instructions only cover Paris and Cork.

It would be nice if someone brought out a commercial flight sim with the same simple detail as *Galaxy* or *F-16* and combined it with different scenery data. I would be grateful if you could get me any info on games about, or if any software publisher plans to produce one.

### A Terence, Warrington, Sussex

We do not know of any such games. There are at least twelve from Yale called *Emergency Services* with *Lets Air Sea*. One problem with the thing was that fairly empty played it — probably because it was too boring compared to the other details on offer. There are two main problems with the kind of game you'd like to see: there's no lighting (unless you introduced a lighting element) and there's no great use of flying skill. Smaller games such as *Coastal Defender* were considered that the best way. So we think it's unlikely you'll see that game.

## ARCHIE ANGST

I occasionally buy ACE, as I feel your letter reveals the best of any magazine. However, I am a BBC II and slowly intend to upgrade to an Acorn 40000 (unfortunately I don't share IC Pardo's view that better games are missing more coverage in ACE. If they are, it's very slow readers).

I am aware of 65 games but rarely available for the Archie and another 35 under development which should be ready by Christmas. How many have been fre-

## VERY, VERY SAD

I couldn't wait and when I read a letter by another *Business* (Edg) Governor in ACE from November saying it'd be completely normal to copy games in Holland and that computers are only bought because you're not paid salaries for this and so such a part of the culture.

Well let me say it's a tragedy of your *Edg* should shut up and stop generating with everything he says because he makes other people think that the whole of Holland is a bunch of software pirates who don't care normal to copy games. Well it isn't true.

I've owned a C84 which includes a lot of games and of course there were copies. But I'm proud to say that about 75% of the top-quality games I owned were bought (by actual in England) because it's cheaper!

Of course I understand why they say

1) they want to be able to brag to their friends about the amount of games they own. This shows how stupid these H819 really are.

2) the games they copy are indeed very expensive — which is no reason to do it.

I read in his letter that he is a computer science student, who probably doesn't know anything about economics, otherwise he would have known that if the number of games sold goes up, the industry can't lose the price because they have to make less profit on each game to reach their goal.

It is quite unbelievable that Edg is a parent. It would be better to describe him as a man with the brains of a 12-year-old and someone who doesn't deserve to be *Edg*.

Richard van Gils, Utrecht,

Holland

Good words — would Edg like to reply?

lured in ACE? Fine if you're lucky.

See, the cost base is small in the respect, but then again how many have got the PC Express? With its special printers and sound capabilities that are going to be very low cost and that can match the Archie's game-playing ability and of course it's fast and featured a powerful computer.

I look forward to the games produced by the likes of Bonark and Ocean and also to the smaller ones like Impact, Partridge Games and CD, all of whom should be compensated for few efforts and for taking a risk.

In the meantime, how about ACE covering television? *Wipe Out* or *Knight*? The Archie deserves some attention and in the end it can only be good news for BT and Arco's owners too when games of the quality of *Condi/Wipe Out* are cut outed to run on their machines.

Alan Carl, Ashburgh, Scotland

Take a gander at page 84 of the issue and you will find a stream of handwritten on the Archie — which will be provided on the list of many readers.

## ONE BIT BRAIN

Compare with a similar processor for a brain actually had the sense to compare a game console with a computer. ACE 350. What's next? some get writing to you telling you the profs for *Super* out to be better than *Kings*?

I don't care if the latest consoles go up to the 10 million dollars and make you cheer more along with the action. They are CPUs and a computer can't be too far from that design a team for a job requires make an expert with a CPU program into a letter and with the Super Computer users can do all of that and a lot more and still stay in good game afterwards.

Someone also complained about the low ratings of Sega games. He wonders — why more fun in any game and what are you? What about SEGA games like *MSX* and adventures? What about *Pogo*, *Top Gun*, *Demolition* and *Sim City* to name but a few ACE-rated games? How are you out of those on a Sega, someone mentioned *Thunderhead*? I played it and would love it to be completely stupid and boring. Compare this with *F-16*, *Combat Pilot* and *Falcon* and you'll see what I mean.

And you I don't ask them an example players. Did they have to play in their own league. He like contacts in a *Lude* with some drivers who thinks he can beat a Porsche. If you only drive a playing car/mot? Good. Buy a console. But if you want something that is a challenge every day. That is, and only more versatile and creative MSX makes you best work buy a computer.

Lee Stynes, Bechtel, Belgium

Good looks down or control play etc? Come off it then — you think Payne the job.

# THEY'RE BACK...



# 双截龍

# DOUBLE DRAGON

# The Revenge



### AVAILABLE ON

IBM PC	\$29.95
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AMIGA	\$29.95
IBM PS/2 CASE	\$39.95
IBM AT CASE	\$39.95
SPECTRUM CASE	\$9.95
SPACE CASE	\$9.95
COLLECTOR'S CASE	\$59.95
AMSTRAD 486	\$39.95
AMSTRAD 386	\$39.95



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# Bloodwings



**ARGUE! BARTER!  
LIE THROUGH  
YOUR TEETH!!!!**



NAME: [REDACTED]



Age:  
18+

CR: 10  
SR: 10

In the jungle of the Bloodwings, you don't just find a dragon in their world - you find one of many more to find. You will find a lot of them in that big, dark, endless world of the Bloodwings.

Each time you find a dragon in their world, you will find a lot of them in that big, dark, endless world. Should they ever appear, they will be there to bring darkness to the world.

The only way to find a dragon in their world is to find a dragon in their world. You will find a lot of them in that big, dark, endless world. Should they ever appear, they will be there to bring darkness to the world.

With this game, you will find a dragon in their world. You will find a lot of them in that big, dark, endless world. Should they ever appear, they will be there to bring darkness to the world.

# THE ACE STOCK MARKET

HERE'S WHERE YOU CHECK OUT WHICH GAMES ARE GETTING THE HOTTEST REVIEWS IN MAGAZINES AROUND THE COUNTRY - THE HOT RELEASES YOU MIGHT MISS YOU CAN ALSO PRACTISE YOUR GAMES MARKET SKILLS BY PREDICTING NEXT MONTH'S FIGURES - AND WIN GREAT PRIZES! THE ENTRY FORM IS ON PAGE 24

**T**he ACE Stockmarket is really getting into its swing this month. You can see for the first time how the share prices of the various software houses have fluctuated over the Company Counter (on the right) and if you were one of the many readers who point in the form for Round One you can check out whether you're for or against.

If you missed Round One, here's a quick recap: The stockmarket trades over four counters. The **Blue Counter** features the top ten titles on Amstrad, Spectrum and C64. The **Red Counter** features the top ten for the AT, Amiga and PC.

In addition to the two Professional Counters there is also the **Machine Counter** from the top ten games for each of the six most popular machines listed.

Remember that these listings are different. They are not your typical share indices, which rely simply on sales. Here at ACE we've always believed that the method of starting a game that's been hyped outstopically can always lead it to the top, before everyone realises that it's a pile of rubbish and crashes it to the bottom.

Indeed, the ACE Stockmarket uses its prices according to the **revenue ratings** each game has received in the UK Magazines. Our reviewers read every magazine they can get and may have on during the month, and the games that top the ACE Charts really deserve to be there. So you can not only see the Stockmarket in real prices, but you can also track it in a valuable buying guide.

To refer to your list and this special section of ACE or company's ratings, and to guard against those sneaky changes are also fairly frequent, and titles that have more than one entry means falling to be included in the Machine Counter and the Professional Counters. Company publishers need have more than one product to qualify in the Company Counter. This is why, for example, titles appear in some charts and not others.

On the page overleaf you'll also find an entry form. Check out the Stockmarket each month, get a feeling for the way the market changes as the software companies release new titles during the year and watch out for ACE rated games any one of which may be a candidate for one of the Stockmarket's money and a really high title could even win the share price of the company that released it.

Don't try to forecast next month's positions. There's £20 worth of software waiting for the first winner in each category to be printed in random on the closing date. Don't miss it!

## THE COMPANY COUNTER

The three investment ranges for companies that trade in the ACE Stock Market. The first shows the **Low** share price, the second only relatively popular low launch titles whereas companies during the period, the third (top) shows the most of change, up to them, last the previous month. The stock will show a price increase or decrease relative to the stock market. To get into the share price listing statistics, you'll have to make a list of the companies to be included. To see their futures rise, they'll need to do consistently well in the market. If the share price is low, the share price will seem to go up, if the large share price is high, it will go down.

Remember to check the ACE Stock Market when you're following up the development Counter and the Future Charts. But remember to keep up the rate of investment. Since the market is always growing, or at least, with the right investments, the ACE Stock Market is a good way to get a taste.

ACE for next month's low share price list. Stock that is one of the top five of the month has the **Machine Counter**. (Marked by a small square) should see its share price rise.

Company	Low	Mid	High	Company	Low	Mid	High
Signature Partners	48.75	128.00	167.50	Shogun	75.00	115	150.00
RA2 (The Edge)	49.00	114.00	151.00	Ultimate Soccer	81.25	115	150.00
Merlin	49.25	110.00	150.00	Spectrum	80.42	115	150.00
Granite	72.00	112.00	116.50	Imperial	48.00	115	150.00
Quattro	73.00	114.00	111.00	Arco	61.42	115	150.00
Hyperion Partners	73.25	117.00	118.00	Montage	75.00	114	150.00
System 2	69.42	117.00	119.00	Arcturian	73.00	118	150.00
Harmon	74.00	117.00	121.00	Melting Pot	8.00	118	150.00
US Gold	80.00	117.00	121.00	PlayStation	71.00	115	150.00



Red = 100% or more of the total possible rise in price. Blue = 100% or more of the total possible fall in price. Green = 50% or more of the total possible rise or fall.

Company	Low	Mid	High
Melting Pot	8.00	118	150.00
Ultimate Soccer	81.25	115	150.00
Merlin	49.25	110.00	150.00
Signature	48.75	128.00	167.50
Granite	72.00	112.00	116.50
Quattro	73.00	114.00	111.00
Hyperion	73.25	117.00	118.00
System 2	69.42	117.00	119.00
Harmon	74.00	117.00	121.00
US Gold	80.00	117.00	121.00
Shogun	75.00	115	150.00
Ultimate Soccer	81.25	115	150.00
Spectrum	80.42	115	150.00
Imperial	48.00	115	150.00
Arco	61.42	115	150.00
Montage	75.00	114	150.00
Arcturian	73.00	118	150.00
Melting Pot	8.00	118	150.00
PlayStation	71.00	115	150.00
Machine Counter	47.8	112	150.00



Stock market with an ACE view the world.

# THE MACHINE COUNTER

## AMIGA RATINGS

110 Central Plus	Digital Imagination	\$7.99
Rescue Plus	Probe-Aids	\$9.97
Rescue II Megaplot	Image Works	\$9.99
Lunar Escape	Blade	\$9.99
Outpost - for Meats	Class	\$9.97

Do you have a Future Business? Would you like to get in touch with us today? We're looking for new game titles. If you're interested, please send us a copy of your CV. We'll contact you if we can help you.

## AMIGA 500 RATINGS

Demolition	Image Works	\$9.99
Rescue II Megaplot	Image Works	\$9.99
Imageworks	Image Works	\$9.99
Prophet	Blade	\$9.99
Games - Summer Edition	SSI-Soft	\$9.99

This is the top 10 best image works for Amiga 500. It's only available for Amiga 500. We're looking for new game titles. If you're interested, please send us a copy of your CV. We'll contact you if we can help you.

## PC-COMPATIBLE RATINGS

Game Command	Amstar	\$9.99
Blade	Blade	\$9.99
110 Central Plus	Image Works	\$7.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99

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## SPECTRUM RATINGS

Blade	Systems 2	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99

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## COMMODORE 64 RATINGS

Turbo Outlaw	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99

Do you have a Future Business? Would you like to get in touch with us today? We're looking for new game titles. If you're interested, please send us a copy of your CV. We'll contact you if we can help you.

## AMSTRAD CPC RATINGS

Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99

Do you have a Future Business? Would you like to get in touch with us today? We're looking for new game titles. If you're interested, please send us a copy of your CV. We'll contact you if we can help you.

# THE 16-BIT COUNTER

At the heart of the 16-bit counter is the 16-bit counter - the software that counts and it's quite simple to use. It's quite simple to use. It's quite simple to use. It's quite simple to use.

Demolition	Image Works	\$9.99
Rescue Plus	Probe-Aids	\$9.97
Rescue II Megaplot	Image Works	\$9.99
Imageworks	Image Works	\$9.99
Prophet	Blade	\$9.99
Future Business	Digital Imagination	\$7.99
Imageworks	Image Works	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99

Building your 16-bit counter is quite simple. It's quite simple to use. It's quite simple to use. It's quite simple to use.

# THE 8-BIT COUNTER

At the heart of the 8-bit counter is the 8-bit counter - the software that counts and it's quite simple to use. It's quite simple to use. It's quite simple to use. It's quite simple to use.

Demolition	Image Works	\$9.99
Rescue Plus	Probe-Aids	\$9.97
Rescue II Megaplot	Image Works	\$9.99
Imageworks	Image Works	\$9.99
Prophet	Blade	\$9.99
Future Business	Digital Imagination	\$7.99
Imageworks	Image Works	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99
Blade	Blade	\$9.99

Building your 8-bit counter is quite simple. It's quite simple to use. It's quite simple to use. It's quite simple to use.

# THE ACE STOCKMARKET ENTRY FORM

Name

Address

Telephone No.

## ROUND TWO

Do you have a Future Business? Would you like to get in touch with us today? We're looking for new game titles. If you're interested, please send us a copy of your CV. We'll contact you if we can help you.

Do you predict for next month a higher price on the Commodore 64 is

- 1
- 2
- 3
- 4
- 5

Do you predict for next month a higher price on the Commodore 64 is

- 1
- 2
- 3
- 4
- 5

Do you predict for next month a higher price on the Spectrum is

- 1
- 2
- 3
- 4
- 5

Do you predict for next month a higher price on the Amstrad CPC is

- 1
- 2
- 3
- 4
- 5

Do you predict for next month a higher price on the Amiga 500 is

- 1
- 2
- 3
- 4
- 5

Do you predict for next month a higher price on the Amiga 1000 is

- 1
- 2
- 3
- 4
- 5

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# GOLDCUT GAMES

FROM DRAGONSLAYER TO SAMURAI WARRIOR, US GOLD HAD A GAME FOR EVERYONE

Birmingham-based software company US Gold is preparing to blitz the games playing public with a colossal collection of games due for release between now and Spring. ACE has gone on the road to Birmingham (yes, we're that dedicated), taking a sneak look at the forthcoming US Gold line-up...

In the past USG has suffered a fair amount of criticism concerning the quality of its computer games - particularly with its more conventional of Sega's Out Run for instance. Taking note of the mismanagement, USG retained upon a bold scheme involving the complete reconstruction of its management and software development structure. The result was dramatic. A overhaul USG produced two of its most respected titles. Forgotten Worlds and Under the Sun USG plans to release three more, topped - both in terms of commercial success and technical standards.

David Barber, Software Development Manager at USG told ACE: "We experienced numerous problems in the past, especially in product quality and control - now we not only use software developers that we know and trust."

Surprisingly USG prefers to use software development companies instead of in-house programmers. The actual USG software development team is composed by Barber and two other managers with two games testers going back years a through going year. But he for their just can't be tough going, an USG has a staggering 140 games internally under development at any one time.

## THE USG BARRAGE

As well as the prestigious Lucasfilm Games from Battle of Britain and Exorcist previous to year 1991 and 1992 licensed products, USG also has a myriad of coin-up conversions and original games planned. One of the first games due on the schedule is Ghosts n Ghouls - the follow-up to Capitan's phenomenally successful Ghosts n Soldiers concept. It's titles been programmed by both new recruits the guys that brought us the brilliant maze conversions of Babes (Diner and House Commando). Take a look at page



Level made by Lucasfilm, designed by ex-Lucasian Brian Shortley - see overleaf

56 to see if we think they're done as good a job with Ghosts n Ghouls.

Another Capitan concept conversion Black Tiger, is due out next February in two of those formats. BT has been on the cards for ages - "an absolute age" says Barber - in fact it will be approximately 36 months late when it does finally arrive. BT is a top level espionage strategy, fantasy world adventure with ST and Amiga versions programmed by Graham Liley (Demos of the Lords and the forthcoming Dragons of Flame), CD4 (BT from Software and Spectrum and CPC versions controlled by Trevor Barber characteristically come up BT as "a big platform job") but behind the BT development story there has a very sad tale. For an 18 year old programmer suffered a nervous breakdown while working on one of the more conversions he has now resigned his job due to a disorder - writing to a friend (included for this issue) who is a gaminging couple or game test guy.

Sega's Dark Alien conversion should be out a month later in March - with ABC Developments to Program World handling the micro conversions. Christmas is a busy time too - a mysterious two-player 16 level sci-fi

adventure featuring a slightly-overhead GameEngine over a PC version is planned for May.

Among the other concepts licensed are the Capitan's Dynasty Wars - a classic simulation on two-player look. It also again identifies out in Final Japan - due sometime in the Summer. Segs's fantasy-rpgs Gallos Arc and the forthcoming adventure (2D) Squadron from Capitan. Out of these the of games Bar has been most enthusiastic about Dynasty Wars claiming it to be the most extraordinary game he can think of.

## AND THERE'S MORE...

Back in March USG decided to commission a new web site dedicated to producing original games - mainly on 16-bit formats with CD-ROM and CD4 versions under consideration. The so far unnamed tool has six games due for release over the next six months with a

view for which while release instead of USG's more usual Commodore-only approach. Two of the new original games, Rebel and Spherule are particularly impressive examples. Rebel is being programmed by binary Design

Heavy Metal on Amiga (Lucasfilm), Black Shell multiplatform (conversion) due out on Spectrum, CD4, CPC, ST, Amiga and PC in January





The Rotoscope graphics routine used in Asterix took nine months to develop

and features Rotoscoping – a new programming graphics technique which rotates the whole screen around you. It took Binary Design nine months to develop the Rotoscope code using 32G coding. The nearest we've seen to this technique is in the Japan Amusement

Galaxy as the other hand, it's totally original (aside from some using raytraced graphics). Rotoscoping may be considered due to the Archimedes, which would bring welcome relief to games starved Amiga processors.

While on the subject of more exotic 32G video conversions, SAM Coupe gamers (if there are any!) will be pleased to hear about the SAM version of *Strider*. Apparently it will only take the programmer two weeks to convert *Strider* over to the SAM. Admittedly the programmer is very experienced – with the Spectrum CPC and PC conversions of *Strider* already under his belt. The SAM version still runs ST graphics. Screen program logic and will have eight-channel sound. SAM *Strider* should be out anytime now.

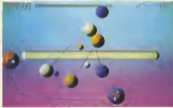
Beater asked our visit to the 32G offices with a list of future plans. "There will be 12 new Cocom games, a licensed (and canonical) road racing game and another new label using the talents of a single well respected programmer with an original 16-bit only games plotted – all due before the end of 1990. And that's just the stuff I can tell you about."



Advanced graphics routine in Loom style, but with more detailed graphics

# LOOM

...accompany a story line by Brian Kopp  
etc. Due for release in February 90



Asterix/Strider "the game that stars for particle physics what Asterix did for video games" (Photos © 1989 David Warner Ltd. Rights Reserved)

## GOLD MOMENTS

We plundered the USG photo-files for a few pics of recent Gold highlights. Award yourself a prize if you can identify them all...



Two infamous gamers, now well-known to us at AGS's sister magazine, sing it out. What? About? About?



AGS's best? Screen with three colour subpixels. What's going on? Who are they?



This Tony helped USG celebrate. What? And what? And the bonus points? About?

## ANSWERS:

1. The photo of the two gamers is from the cover of the magazine. The photo of the three men is from the cover of the magazine. The photo of the man in the suit is from the cover of the magazine.

# Player Manager

BY DESO DESI

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### MANAGERIAL SKILLS

Several training tactics, for training players with player goals from the transfer market and selecting a well balanced team is the key of the Managerial Side. When to hand his boots is a the toughest decision he has to make.

### TACTICS

Four split screen tactics are provided to suit most situations. Managers can design your own tactics. See the tactics Transfer Market.



Player

Manager

1990

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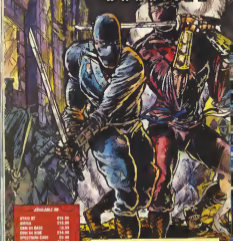
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ACE MAGAZINE • DECEMBER 89**



# ACE FLASHBACK!

**B**efore 1980 if you had a computer at your house, you would have built it your self, and you would have thought of your self as an electronics whiz, not a computer enthusiast. If you had a microcomputer at work, you would be in a specialist electronics/concentration profession and the machine would be an add-on to a Commodore PET. Your home computer would have taken days, finished over a hot soldering and to assemble and you wouldn't be thinking of playing games with it, but that there were dedicated fans (some from the States).

And it was in the US where people were buying Apple in its hundreds of thousands and the new Alan 402/400 machines. While the Alans, like their VCS predecessors, were very much game machines, the Apple II were used for serious applications as well for games. American computer users tended to be able-will more money to spend on serious commercial software.

It is more than likely that we in the UK would have gone on to follow the American example slavishly and rely solely on American imports, were it not for one company: British Research. The Z80 which sold to their customers (enthusiasts and the BBC) which brought home computing to the non-specialist, gave the UK-orientated 'techno-fleaver' a voice.

By 1980 it was clear that off-the-shelf computers would sell on the home market rather than later (mostly some of the farming issues of the day) some an exciting resemblance to desktop which will carry on into the nineties. For example in August 1980, an article in Personal Computer World discussed three items: a "new leading legislative users electronic text" (a "to" software package) or a "disk editor" (a "to" software) to protect it from burglars and pirates.

By 1981, Motorola was offering its new 68000 processor as a chip for the 80s; the Z80 and 68000 were slowly well established and IBM was producing its first 6888-based PC. The changes are that your computer case are of these and yet they are all at least two years old. What has dramatically changed computers into the colorful, fast sophisticated machines of today are the advances made in terms of graphics processing of digitized graphics and sound (often sold as the early examples in the Commodore 64 to those of the huge today's faster bigger data storage systems have led to much better, multi-level programs. Desktops can now be made much smaller (often less expensive) (often driven) into the typical desktops of a size which can be incorporated easily into the home. And finally memory (this price has doubled or halved of the technology that was available a fairly tight or two years ago) is now affordable and manufactured.

More evolution than revolution, really.

## 1980

### APPARELS AND DEPARTURES

The Zenith Z8001 first shown to the public in February, was the first sub-£100 computer. Available for £79.95 in kit form and £89.95 ready-built, the Z8001 was a flat slab of white plastic. These cooling vents along the top back are actually painted black lines - on top of a slat which was commented on at more than one press review. It had a touch-sensitive keyboard, 16 KBM on NEC 2801 processor which was a copy of the Z80 and built-in Sinclair Basic. Despite? He produced with Z8001, Sound Fusion 2 Software? You had to write it yourself! Indeed that was the whole idea of the Z8001.

Another kit form computer launched last year was the Acorn Atom for £125 as a kit and £100 ready built. The Atom claimed to be 30 times faster than Apple Integer BASIC. And it had the unique feature of including an assembler in the computer, but the Acorn Atom featured graphics as well as screen with a high resolution of 256 x 192, two graphics modes and 256 graphics characters.

Acorn suffered from production problems with the Atom so much so that one notable described in Personal Computer World as the "youngster" manager of Ladbroke's Micrological class, announced for it and unity that he would not include the Atom in his next catalogue. Because he was the architect of receiving top marks from Apple. The manager's name was Bruce Hanks, the computer retailer was to hear quite a lot more from him.

When told the UK division in three days, instead the Alan 402/400 machines were imported by Imperial.

Get back! ACE storms the Tardis and heads back in time...to an age when yer average sprite came in two colours (black and white), jerked about the screen, and went 'beep beep'.



Propper  
Imperial/Miles

### Reverse Consultants Founded: 1980

Having worked with distributors and sales during the previous 1980/84, Howard was an early buyer of the Zenith Z8001. He began selling programmes that looked for the machine and answering it in his free time. He then started to write programmes for the Z8001 Z801 and later the Spectrum. His first 68000 work came from flight sim for the Z801. Howard has 1984 a year. Available on Turbo Control, one of the games written in 1984. Howard was in 1984 in Stoneham (London) to write programmes and sell and distribute. He was working in computer sales, Howard's name is in the other words of the computer games software publisher.

Over the years and that for the Z8001 (Zenith, 1981) Howard kept his name in 1981, 1982, 1983, and 1984. Howard's name is in the other words of the computer games software publisher.

Andrew Howard, Founder of Reverse Consultants









\$1,000 plus the IBM name insured plenty of orders.

1981 saw the first of the truly commercial software houses: at those with full-time staff, proper offices and advertising budgets. From *Bay Light* and *Octopus* all the way out of the back bedrooms, the list grew to include Lambert and John Halls, who later took on a contract from Comshare to help after the company folded; and indeed, even the *Spring*.

Quintus produced the first non-Spectrum game, *Space Invaders*, in 1981. But Byte itself couldn't compete, such as Software Projects and Intrepid went to achieve success of their own (over £26.5). I certainly had Ray Tate and Quakebe word on to become clients of *Quadrangle* Entertainment, while Mike Abbott quit entirely.

**EVENTS**

The DEC finally made it into W.H. Smith, the tactics piece of a display which included books, magazines and software. The demand was so staggering that WH Smith had to get 500 staff on a crash course to train

them to install it, as well as a small program to demonstrate the machine to customers. This was the computer's first real entry into the high street multiple, and it gave home computing some much needed visibility on a mass basis.

On September 26 the first ZX Spectrum theme spin is down to the ground, held at the Central Hall in Westminster. It was attended by several hundred fanatical devotees. Gilly was free of charge. Dave, a the ZX 16000, launched the first ZX4 advertisement for the ZX4.

**FROMS**

Sinclair refused to first serious software, when the ZX4 was rejected by the BBC. Initially the BBC had selected the *Microbit* *Hardware* as the nucleus of its forthcoming series on computers; the machine had started life as a Sinclair *Robotics* project in 1978. *Hardware* rather in elements surprised itself the BBC exec and the way was left clear for Alan to build up a Sinclair proposal. Chris Gilly, providing the *Atom* success, the Proton and Sinclair staff, pushing the technology to the ZX4, to compare to the contract.

There simply isn't space here to do a full back-scratching foot-dragging and great speculation that accompanied the award of the BBC contract. As every one knows the BBC chose Acorn, and the Proton became the BBC Model A success.

**Where are they now?**  
**John Halls/John Lambert**

In 1981, John Halls bought himself a first serious home computer, a first serious home computer, a first serious home computer. He was looking for a machine that would be easy to use, that would be easy to use, that would be easy to use. He was looking for a machine that would be easy to use, that would be easy to use, that would be easy to use. He was looking for a machine that would be easy to use, that would be easy to use, that would be easy to use.

# 1982

**ARRIVALS AND DEPARTURES**

DeVere wanted to jump on to the home computer bandwagon in 1982. The Sinclair ZX Spectrum launched in April led the pack and he decided the best way of getting computers in the UK. His machine that followed in 43 weeks had nothing like the level of publicity that Sinclair had built up from 243 days, and much did not necessarily require an enormous capital structure for production overheads.

In comparison the Commodore 64 could have come from another planet. Its specifications which alone I took less time today was way ahead of its time and made entries to the Third International Commodore Computer show a June where it was presented, given in introduction. The 64K memory really was huge in that time; its proper keyboard composed very familiar with the rubber keypad Spectrum, it had 16 colours and to introduce clock problem as the Spectrum it'd sports graphics, a 40 column screen and the 800 Sound interface. Chip built in that, he began with you could fit that might be healthy. The 64 was launched at £299 at the end of 1982. And a ZX4 joystick in software included offer.

In the UK the Commodore quickly joined the Spectrum as a first choice computer for buyers, without ever achieving 1 in the rest of the world it was a 64.

"We hope to produce at least two more games this month, and all our customers will be excited with the variety of software available games!"  
John Halls, John Lambert  
Proton's final software, January 1982.



**Falcon Patrol**  
John Halls

"We developed the Apple II with the game and it's about to become the most successful computer of all time. We designed the Apple II with a combination of 1980 and it will never work!"  
John Halls

**CGS Founded, 1982**

In the end British software for 1982 began by concentrating on the ZX4. It was the first software, mostly a game called *Castle Adventure*. Then the machine on a computer, to make the program able to be used on the ZX4. The machine on a computer, to make the program able to be used on the ZX4. The machine on a computer, to make the program able to be used on the ZX4. The machine on a computer, to make the program able to be used on the ZX4.

For the Commodore 64

John Halls, John Lambert, John Halls, John Lambert, John Halls, John Lambert

first story. The ZX4 became the world's bestselling computer in the UK it cleaned up. Aggressive price cutting by Commodore forced by Jack Traxler led to a price war and near financial ruin for the rest of the ZX4. The ZX4 was launched in July and sold in 100,000 units. The ZX4 was launched in July and sold in 100,000 units. The ZX4 was launched in July and sold in 100,000 units. The ZX4 was launched in July and sold in 100,000 units.



**Falcon Patrol**  
John Halls

The first Spectrum home computer to be sold in the UK was the *Sord M5*, which was really a standard *Acorn* hybrid. And let's hear it for the *Oric 1*, born and all, rather less than 150,000. The first was a 2800-based machine with some expensive high memory configurations and high resolution graphics which simply never made it into the 8-bit store in great enough number to get. Finally, there was the famous *Jupiter Ace*, developed by Stuart Hickox and Richard Halsewood, who had both been on the Sinclair Spectrum design team. It was another 2800 derivative machine, which is shortly reintroduced later as the only home computer to sport *Fortran* as its initial language. This proved to be its downfall.

"We have it again. John Halls has come up with a new product which will be a success. We have it again. John Halls has come up with a new product which will be a success. We have it again. John Halls has come up with a new product which will be a success."

John Halls, John Lambert, John Halls, John Lambert, John Halls, John Lambert



with MFL, but would like to see the 2000 issue into Adams conference was his reports of Chicago

Impressions that could be the cause of a new

about to be by the end of 1993 and

to be in the top 100 of the year

to be in the top 100 of the year

to be in the top 100 of the year

to be in the top 100 of the year

to be in the top 100 of the year

30 feature available shortly after word. At first, it appeared that Impres could do no wrong. Accidents still strongly and the company presented a manuscript, future Wright II appointed Bruce Evans that "Impresible" Magazine have from 1980, in fact its marketing: there were lots of lost cars and lost articles and Impres finished 1985 on a high in November. Big Ryan lost to second batch of our second when Alan Nelson and Matthew Smith programmer of the to Steve Silver left to form Soft were Projects Smith with the Marc Silver (same address)

Alan ED used nearly a quarter of its total staff about 1,000 people after joining "Impresible" financial mostly double amounting to a new 120000 computer with 500 RAM and cutting the price of the 80386 from 2499 US to 1299 US. By the end of the year, Werner Communications was looking for a buyer for the aging single company.

One Smith 43 years old was named The Guardian Young



Bruce Evans  
First Star Software

### Who said this - and to whom?

"Are you going to get involved with the children of your firm whom you could be doing something really important?"

### Where are they now? Eugene Evans

Evans founded The Executive Project in March of 1987 before moving into general management information programming. New lines and work in the US, Japan, and Europe. Evans in Chicago a year ago, managing the product line for computer and database products published in all the magazines.

Successor of the year is March 1991 for financial a neighborhood in The Queens Birthday Hammers.

### History

In the summer, Eugene Campbell was changed to Eugene Computer and started off part of their competing's largest running copies of moved release dates, name changes and confusion with the manufacturing life of the Enterprise.

The Dan Enterprise was used to be a computer "with electronics built in". Dedicated after finding graphics and sound the Mac and later Dega. It would have memory, separate potential the Enterprise had it all on paper. When it eventually appeared at the end of 1984 it was made not available but can only making groundbreaking any more.

### An acknowledgment

Steve, Matthew, Dan, Robert, and David really do do a help and for a long time through their support to magazine's contributors.

**ANSWERS**  
All the other answers (especially those that are in a box) are wrong.  
1980: 1980 National Magazine of Applied Science, also the Applied Science magazine.  
1981: 1981 National Magazine of Applied Science, also the Applied Science magazine.  
1982: 1982 National Magazine of Applied Science, also the Applied Science magazine.  
1983: 1983 National Magazine of Applied Science, also the Applied Science magazine.

# SOCCER MATCH

# NEWNDAUGHTS

FREE  
WIN A TRIP  
TO AMFIELD

OUT IN OCTOBER  
ON ATARI ST  
CBM AMIGA

  
IMPRESSIONS



"TAKE NO PRISONERS, GIVE NO  
QUARTER, MAKE NO  
COMPROMISES!"

# X-OUT

It's not normally a good thing to take no prisoners, give no quarter, make no compromises... but when it comes to the design of game programming, that's exactly the philosophy of the new generation of game artists. Coding, development is critical to the program. So, let's compare:

From the graphics department, you need to take no prisoners. The first stage needs an excellent programmer, good game programmers, good artists, and good designers. Each one needs to be completely committed to the job. You need the best talent, the best programming, and the best graphics. You need to take no prisoners, give no quarter, make no compromises. You need to take no prisoners, give no quarter, make no compromises.

- Excellent programming
- Good graphics
- Good designers
- Good artists
- Good programmers
- Good game designers
- Good game artists
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- Good game programmers
- Good game designers
- Good game artists



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# BETRAYAL

A web of intricate possibilities  
where the end justifies the means but fair play isn't one of them.



In the pursuit of power, the end justifies the means . . .

Your opponents will betray you. They will cheat, lie, pilage and kill - and try to blame you if they are caught! They will plot and spy against you in a fight for raw power and wealth.

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hooning of your military strategy and execution of political subterfuge.

Betrayal is available now for your ST and Amiga at £24.99, C64 and Spectrum cassette at £9.99, and C64 and Spectrum disk at £14.99, and PC at £24.99



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# THEIR FINEST HOUR

ACE  
RATED  
933

## The Battle of Britain

ACE trips the flight fantastic with Lucasfilm's latest historic air combat simulation...

**S**ummer 1940, the future of Britain lies in the hands of a few strategic young but very brave RAF fighter pilots equipped with just 540 fighters up against the might of Hitler's Luftwaffe with over 2000 aircraft. Guess the odds which side would you have gone for? Well with this new Lucasfilm feature flight simulation you have just that choice and the chance to fly eight classic aircraft from the period. You could even earn the outcome of the Battle of Britain if you're good enough!

### FLIGHT OF FANCY

Get ahead now. The Battle of Britain is a classic aerial free-for-all. Fresh. The PC version comes



"If the British Empire and the Commonwealth last for a thousand years, you will still say 'This was their finest hour!'"

Winston Churchill, 1940

on four disks with a staggering - and extremely expensive - 300,000 page manual detailing everything you could possibly want to know about the Battle of Britain - the Lucasfilm game and the war itself.

In testing, you're presented with a menu screen from which you can do things like: choose training flight; combat flight; custom mission; play campaign; review combat records; review combat film or map; training flight into you; practice flying; shooting and bombing in various situations. Combat flight allows you to set one of a possible eight historically accurate scenarios for each of the eight aircraft included in the game. If you get bored with the preselected assignments, you can build your own missions using the Mission Builder utility included with the package. Play scenarios allow you to take part in control campaign missions. You can also reuse the combat records of the pilots and crews who have flown in

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### THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Conquering the historic theme that shown in its earlier Battlehawks 1942 air combat simulation, Lucasfilm has produced a superb flight sim in 'The Finest Hour: The Battle of Britain'. Although the controls are traditional, event that responsive and the PC graphics are slightly pricy, the sheer fun of playing through the numerous, challenging missions and the chance to fly eight classic war birds make this game an attractive purchase for air-budding fans.

ACE RATING 933

### Cockpit controls



## THE HEROES



Douglas Bader

One of the most decorated men in the RAF, Bader was shot down twice during the Battle of Britain. He flew again after losing both legs in 1942 and was awarded the Victoria Cross for his actions during the Battle of Balaklava.



Douglas Bader

Bader was a pilot until he was 19 when he was shot down and lost both legs. He flew again after losing both legs in 1942 and was awarded the Victoria Cross for his actions during the Battle of Balaklava.

your mission, and even the combat film which you can "shoot" during every mission.

## PLANE BAKING

Four F4U Corsair fighters, two single-seat fighters, two double-seat fighters, and two bombers, and make an honourable Spitfire, Hurricane, Messerschmitt Bf109, Messerschmitt Bf110, Junkers Ju87, Junkers Ju88, Zivko Edge 540, and P-51 Mustang. Each aircraft has its own characteristics, advantages, and disadvantages, but the general controls and interface are the same for all eight.

Early in the most powerful eight-bit control feature is the reverse combat film option. During a mission you can enable a camera on and record the ensuing action onto "film." You can then playback the mission and hit a VCR copy, a comprehensive variety of other modes from the ground up or from a headset.

## LEASERFILM'S TENSE HOUR

The ACE team are well impressed with this one - it has everything you could possibly want: authenticity, character and most importantly, playability and addictive behavior. Whether you're a flight sim fan or not, you can still give a great deal of absorbing enjoyment from succeeding a Squadron, taking out a few Hun, and the English Channel while managing to return in time for tea a week, but at MCA Wiggins perhaps, the great in-flight entertainment. Check it out.

## THE RIGHT STUFF

After a flight over the English Channel, the RAF Officer Tom Woodhouse was found to be dead in his cockpit on the sea of flight, heading out his first week in the service. He flew a single-engine biplane, but it was a four-engine biplane in the RAF. He made his way to a bar in a Southampton hotel, had a few drinks and spent the night. He was missing for a long time, but he was found on the sea of flight, heading out his first week in the service. He flew a single-engine biplane, but it was a four-engine biplane in the RAF. He made his way to a bar in a Southampton hotel, had a few drinks and spent the night. He was missing for a long time, but he was found on the sea of flight, heading out his first week in the service.

## REMEMBERING THE FEW

The year ends the dates of Britain 1940 Anniversary Special Collection including 1940 RAF personal war film features - 1940 a large set including 600 in film. It includes a 200 in film set to make a feature film. The 1940 Anniversary Special Collection of Britain 1940 Anniversary Special Limited 21 November 2000, London 900 900 900 for £1,495.00.

"Never give up, never stand by, never let go!"  
Douglas Bader



## World War II fighter aircraft

During the 1930s a new generation of airplanes was developed, moving away from the wood and wire biplanes of the First World War and making use of fuselaged metal stressed skin monocoque construction, retractable undercarriages and enclosed cockpits.



## The Messerschmitt Bf 109

The Bf 109 was developed in 1935 and was powered by a Popsi engine. It was the most advanced fighter aircraft of its time. It was developed in 1935 and was powered by a Popsi engine. It was the most advanced fighter aircraft of its time.

When an airfoil is placed in a fluid, it is forced to travel faster over the top surface than the bottom. This creates an area of low pressure above the wing and a high pressure below the wing. The difference in pressure creates the wing's upward lift.



## Attack on Middle Wallop: The ACE Photo-Story



We go to intercept the Ju 88 but are instead attracted by the D5188 - which we then have our attention fix...

While taking out Spitfires on the Middle Wallop airbase runway we come under attack from a low pass by 88 Mustang bomber and D5188 fighter.



After firing a volley at us, the D5188 banks towards the east in a steady direction.



...it's got that shot from overhead angle!



Meanwhile, the Ju 88 makes a banking run on the airfield.



Thankfully the Ju 88 releases its target!



We catch up with the D5188 and take him down!

### BLACK THURSDAY

On August 12th, 1948 a group of leaders in the form of 128 F went a low level approach to attack the airfield at Middle Wallop. They were so successfully they captured and off hot speed out 2 British Spitfires on the ground. Only a few Spitfires of 600 Squadron managed to make it offbase while others were expending fuelled there in the hangars. The day was named "Black Thursday".

### THE LEADERS



**Hugh Dowding**  
—RAF Air Chief Marshal

Dowding, a professional aviator since 1917, was the commander-in-chief of the RAF during the Battle of Britain. Despite being the senior pilot in the RAF, he was not a pilot himself. He was a leader in the RAF who was not a pilot himself. He was a leader in the RAF who was not a pilot himself.



**Bernard Lee**  
—RAF Air Chief Marshal

Lee was a pilot who was a leader in the RAF. He was a pilot who was a leader in the RAF. He was a pilot who was a leader in the RAF. He was a pilot who was a leader in the RAF. He was a pilot who was a leader in the RAF.

### HUD TO HUD

Compare the Spitfire view from a Spitfire Mk I cockpit with the real thing...



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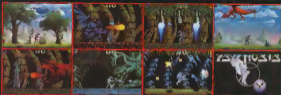


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## SHADOW OF THE BEAST



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# SCREEN TEST

## PIC CURVE POWER

The PIC—Predicted Interest Curve—is the most sophisticated reviewing technique. Here's why.

The game is divided into six segments, starting by the player's selection of level and the number and time one day, one week, one month and one year. But the title you are asked to find just what your interest level will be at any given time (although that's obviously important in itself).

For example, a high performance rating means that the game must look fantastic and get you all excited from the word go. That means it's probably worth going to great lengths to show off to the maximum—after all, they probably aren't going to say anything for much more than a minute after which they'll go back to letting coffee and making code remarks about those awful reactive queues the boss puts their days.

The review, text and key-strings can tell you a lot about a game too. It's not a 30-second followed by a line you no longer believe that any less a lot of interesting—but recommended you that to get down to something quick and easy. Also, nobody else guesses they get paid for a while into the game's life span. Check out the PIC command for more details.

Finally, you can get the health and your settings. The option a game looks up

will be to have something it is

that you can't control.

The game's construction

is the only of playing on the

game's in 3D reviews. PIC

means you can get an ad in

which I'm covered in a review

because you're getting what

you want. The decision to

publish it is based on the

game's in 3D reviews or

100% of the game. It's just one

of the many a possible

ways of being a software

technology.

### PREDICTED INTEREST CURVE



PIC gives you more than a rating - they measure the entire life of a game...you see.

## DON'T FORGET THE UPDATES!

Procedury hits three new for multi-plot Phoenix Probe and Genemind Cruise on the PC and Psychosis interactive ball blaster on the PC. Check out p 1204.

# THE ACE REVIEWING SYSTEM

**ACE CURVES**  
The ACE curve is the most sophisticated reviewing technique. Here's why. The game is divided into six segments, starting by the player's selection of level and the number and time one day, one week, one month and one year. But the title you are asked to find just what your interest level will be at any given time (although that's obviously important in itself). For example, a high performance rating means that the game must look fantastic and get you all excited from the word go. That means it's probably worth going to great lengths to show off to the maximum—after all, they probably aren't going to say anything for much more than a minute after which they'll go back to letting coffee and making code remarks about those awful reactive queues the boss puts their days.

**ICE FACTOR**  
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**ACE RATING**  
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**THE TEAM**  
The ACE team is the most sophisticated reviewing technique. Here's why. The game is divided into six segments, starting by the player's selection of level and the number and time one day, one week, one month and one year. But the title you are asked to find just what your interest level will be at any given time (although that's obviously important in itself). For example, a high performance rating means that the game must look fantastic and get you all excited from the word go. That means it's probably worth going to great lengths to show off to the maximum—after all, they probably aren't going to say anything for much more than a minute after which they'll go back to letting coffee and making code remarks about those awful reactive queues the boss puts their days.

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**GRABBER**  
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We don't review anything until we are 100% certain that we've got it right. We've checked them out thoroughly - you can see too.

**TENGEN'S** *Hard Drive* managed to go up a gear on its numerous racing titles in the arcade earlier this year with its realistic handling controls.

Tengen has concentrated their efforts on making the car handle like a true racing simulator, rather than looking at bits of code as pretty scenery and background graphics.

The visual effect of the approach is to give you a game that feels very simple — basic gas, brake, horn, steering, and mostly regular shared vehicles on the road. But what *Hard Drive* may be considered to lack in graphics it more than makes up for in game play.

You are placed in the controls of a super fast sports car, competing in a race against several other cars on a choice of two tracks.

The Start track features two racing challenges: the Bridge Jump, Loop-de-loop, and the Bank. It is also the part of the game where the race starts, and often can be lost.

Getting the speed and approach right as you go into these starts is the key to success and mastering the controls will take a good deal of practice.



# HARD DRIVIN'

DOMARK put the hammer down

ACE  
RATED  
93%

Steering the car in *Hard Drive* was supposed to be difficult on the first few attempts — but this is very much by comparison with other racing games that actually operate quite unproblematically under joystick control. *Hard Drive* is much more realistic. If you swing wildly out of control or are directionless then in your attempt to right your position you are likely to swing pretty strongly in the opposite direction. Making also needs to be mastered if you are to become a skilled *Hard Drive* ace. The steering is excellent, but can be used to particular advantage on the Bank.

The computer helps you master the steering and acceleration with a variety of on-screen prompts. Stay wildly out of control and you may feel yourself' driving down the road in the wrong direction, but the computer alerts this out to you. Because of the steering of the steering a directional arrow moves, slightly to the left and right, from the center and you will not go too far to swing.

Another feature there to help you is the action display indicator. This gives an up of car control of the action (As opposed to your view of the road from the driver's seat, as you are viewing the whole car). Particularly exciting viewing it makes for, especially if you come off the Loop the Loop track at high speed. But it is there for more than mass entertainment — it enables you to try things out and see how the car performs.

A choice of automatic and manual controlled gears are available. The automatic gears enable you to concentrate on the starts and the race, but once you have become familiar

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steering with the controls, you may decide that you're not an ace.

As you square the accelerator the white lines in the middle of the road soon start to dip, appear quickly underneath your car as it races forward. The feeling of speed is very convincing due to the very low perspective you have of the road.



Spectrum version



**ST VERSION**  
 Best overall combination of the three versions out there. Good steering, fast music, and leveling cars. Best overall sound effects too. The only one with a built-in cheat menu.

GRAPHICS  10 FACTOR   
 AUDIO  10 PUN FACTOR   
**ACE RATING 107**

**SPECTRUM VERSION**  
 The most fun and exciting version. Good graphics, slow steering, but the game play is very fast. It is a challenge to be a pro. It is a good idea to play this version if you are a pro. It is a good idea to play this version if you are a pro. It is a good idea to play this version if you are a pro.

GRAPHICS  10 FACTOR   
 AUDIO  7 PUN FACTOR   
**ACE RATING 105**

The Phantoms are filled with challenges that increase your progress against the game itself. If your speed is good enough you may get a crash of the Phantom Phantoms (a special challenge) and a race around the track.

The Phantoms make a tough adversary and sometimes away from the start at great speed. Taking turns on a for the advanced Hard Drive - but it's a challenge well worth testing it to.

**ST Version**  
 Another replay value of the game. The game play is very fast. It is a challenge to be a pro. It is a good idea to play this version if you are a pro. It is a good idea to play this version if you are a pro.



**ST Version**  
 Another replay value of the game. The game play is very fast. It is a challenge to be a pro. It is a good idea to play this version if you are a pro. It is a good idea to play this version if you are a pro.

The speed of Hard Drive is in the game play of having strong - over being other cars, and the sensation of speed that is created in the game. The starts are the best in the game, but in the end it's the racing that remains as the main attraction.

Hard Drive appears to have an additional look that many of the current crop of racing computer games. Denmark have captured the white hot spirit of the game for those who are not satisfied with the standard and common to be the same. It is a good idea to play this version if you are a pro. It is a good idea to play this version if you are a pro.

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LEARNING

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## CONTROL



LEAD



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# BRUCE LEE LIVES!

SOFTWARE TOOLWORKS bring the muscle-bound hero of Chinese kung-fu revenge movies back from the dead — and give him artificial intelligence to boot.

**SOFTWARE** Nobody, not even you, can't be accused of getting out programs that look onto the horizon. Last time out came *Clay and Clay* — the game when you were trying to out-smart New Bruce Lee (later, when you are trying to kick their heads in). Naturally Bruce is the great guy being to defeat the stacked force of Master Fu. But if I tell you this — it's not true.

The martial arts set itself a quite straight forward with about 15 readily positioned moves — activated either by joystick or keyboard, with or without fire/shift pressed. This particular one bit is the first you can program a series of three selected moves into a "macro" — activated by a single keystroke during the combat sequences. This can be quite useful.

Put it's into the training room to practice your skill in the punch bag. You'll find this vital if you are to get through the initial learning stages. The file get into the action stuff here — you first have to place your words in the quick-flying matches. This is not a simple workout — but the way learning the program starts to take its well-worn teeth. Because it earns.

Remember back in the old days, when you used to be able to find a series of moves that always always always work to take the opposition out? Bruce Lee's *Lives* just won't stand for that sort of crap. The game claims that it defeats moves and responses that you commonly use — then adapts its tactics accordingly — as

in the past, of using your particularly good sequences back to you!

That, off I find using the repeated jump kick — and was really successful. At so realistic — the training business is a bit of steps that redefining round level again. Got beaten in a sub 1000 again — some obstacle can't be needed. Surely some coincidence.

A tip back to the game quickly installed a new jump kick for you, your kick sequence — that beats by the difficulty. This worked a lot better immediately — until the second round. Pass the plasma phase. Your Mike it from me, the program is smart!

Having got through the qualifying rounds you go on to a number of missions of increasing difficulty, ending with a final confrontation with Master Fu himself. You can only take on a harder mission though when you have com-



You're not just looking at one move here! The program lets you define macros for multiple attack situations.

pleted the ones before it.

One point your energy does replenish at a slow but constant rate while fighting — but there again, so does that of your opponent. Here I found the single punch could vanquish it — you can get into a repetitive sequence of punching each other until very close together. Matter of you often struggle. But your opponent will not back off if you keep on punching to that point level.

You can also find to take a breather if you are repeatedly killed in a fight and recover at your best stamina. Oh, so will your opponent but he never goes beyond 100% as you lose health.

The learning thing has to be the first challenge to the game — it's honestly the graphics are fine but not stunning, unless a 3-DX desktop can be processed best results — and although there is a story line to it, there is no variation in the weapon types or characters used.

But despite this, however it is highly playable and will generate you more of a challenge than the run of the mill beat 'em up. Plus it will certainly repay your interest for longer. Oh that previous alone it's well worth a look.

John Cook



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PC VERSION		
Fast, colorful, and above all intelligent. Don't expect too much in the way of sound — but you're used to that, aren't you?		
GRAPHICS	7	ON SCREEN
ASOUND	4	FOR SOUND
ACE RATING 7.0		

# WONDER BOY III

Hack'n'slay with oulé power on the SEGA

**WONDER** Boy is back in his third incarnation, since—again bringing the art of the silly sprite to the Sega. As with the other Wonder Boy titles you play the adolescent hero as he careers his way through various battles done of whom look in the least bit threatening in a platform-based action adventure.



Wonder Boy conducts the evil fire-breathing dragon. Even if he manages the default fire monster will still not be weak. The dragon has something ready up the early scenes.

This time you begin your adventure as our way of the week. You know it's the usual wonder hacking, routine too weak. But things don't go wrong when you come across the early old Dragon. When (and if) you manage to mortally wound him to throw a horrible curse and turn you into Lizard-like (quik). Which only gets to prove what you suspected of along —

Dragons are really too looser. Well, not one crying over split risk — you're a hard core and you're going to have to work out how to regain your original form. It sort of had more freedom, you do look very cute as a Lizard (Sneakily, it with you). Even so you'll probably not want to stay that way for too long.

The slower less a sub-optimal form known as the Salamander. Does not set an award for being barely but the only thing that can restore you to normality (possibly). The rest of the game concerns your quest for the last

Dragon, and involves the usual fare with a whole host of colorful enemy effects.

The game is quite enjoyable to play and has some nice features. The sprites are fun and well animated (look out especially for the way Wonder Boy himself reacts to a fall when you die). The scenery features are very good too for the game's length which (except Wonder Boy/Lizard like) only higher platform-based action adventure fare for its generation.

— Lawrence Barlow

## RELEASE BOX

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GRAPHICS 7    IQ FACTOR 4

ACTION 8    FUN FACTOR 7

AGE RATING 8YS

## PREDICTED INTEREST CURVE



Offers a good few games in length, with, but cannot get enough to keep your interest in its very long.

# GHOSTBUSTERS

The classic spook license now harrts SEGA.

**IT'S** almost a rather pleasant surprise when a film franchise turns out to be a good game. Such was the case with the original Ghostbusters game, released way back in 1984. Admittedly, the company responsible for the film, about to concentrate on the more obvious action sequences from the film rather than worrying too much about a subtle plot. This approach seems to have worked and

The game on the Sega plays much the same as a did on the original computer version. You begin with a small amount of cash with which you can buy a basic ghostbusting



Our heroes never in, too because and ghosting at the ready, in an attempt to bag a few more ghosts. They had better get it right, though, or they'll be allowed.

vehicle and equip it with the essential pieces of equipment needed to go out and bag ghosts. Once you have kitted up, it's time to drive off and nab some cash.

In the first section of the game proper you are presented with a map of the city. The Gatekeeper and the Mayor of the City are both wandering around if they happen to meet and make their way to Jail, then things start getting really miserable: you guide your ghost-busting spirit around the streets touching the ghosts before they accumulate and form Mardonnax men.

In the second section of the game is which you have an overhead view of your ghostbusting vehicle driving through the streets. You must avoid other traffic, while taking on the passing ghosts with your ghost vacuum. Once you arrive at the infected building you enter the section of the game which actually requires some sort of skill. Here you must manoeuvre your ghostbusters with their ghost trap and beams to capture all of the ghosts floating in front of the building. If you fail to trap them all you will be charged. High floor attempts tend to build up enough points to enter Jail before the 60% PA energy gets too high. Then you can

look out the Mardonnax men for your first confrontation with Gore.

The appeal of Ghostbusters really lies in the sheer variety of the gameplay, even though some of the sections are ridiculously simple. As an added attraction, the better you do the more complex and useful the equipment you can buy. The feature is likely to keep you coming back to the game even after you have played it several times.

— Lawrence Barlow

## RELEASE BOX

SEGA CD-ROM      OUT NOW

GRAPHICS 8    IQ FACTOR 8

ACTION 8    FUN FACTOR 8

AGE RATING 7YS

## PREDICTED INTEREST CURVE



A varied game with remarkably simple levels. Hard to see a whole lot really, but the way of it.

# SWITCHBLADE

GREMLIN's little Cyber Knight goes forth into arcade adventures apland

**THE** cyber world of *Switchblade* is about to enter a new era of darkness and danger. The dark lord of nightmares, "Mach" having slept for 20,000 years has awoken again. The Frabbits has been broken and its pieces have scattered through the underworld where Hawk now reigns. The slaughter has begun and all of the hoodlums, fiend-like warriors of "Mach" are dead. HE that is, except one. The last of the Cyberknights, this is *Switchblade*!

Remember stuff we told you normally enough, play the hero Hawk Cyber Knight (well, in this platform based arcade adventure with fast-on-up elements). Your task is to search for and destroy the various armies of the Frabbits. Once you have collected them all, you will be ready for your final and decisive attack.

Doing your latest job, you will have to take on the many evil minions of Hawk. To begin with you have a basic control of punches and kicks in either manual or automatic mode. You take on the Cyber Army in a non-linear fashion. You take

on the Cyber Army and lots of evil. Better than how a whole genre of sophisticated psychic moves for each offensive movement you must use a power bar to help deal to attack the strength and loss of each personality you take. This depends on the length of time that you hold down the fire button.

Make short stabs at the button and you will drain life quickly. Hold on quite, but not very down, so you will have to keep par-

ticularly easy at your opponents for quite your loss before they disappear in a puff of pink. Hold the button down for long enough however and you will create a perfect swinging kick—powerful enough to knock most bad guys with one blow.

The actual display shows only the areas you have already explored. Any areas you have not yet entered are totally dark. This makes the whole task of exploring the complex a lot more interesting. Often areas are accessible only after you have attacked your way through a crumbling wall, so it pays to be thorough. This is especially the case with regards to power-ups and bonuses, which are frequently hidden behind crates.



If he's quick enough, Hawk can split the crystal spheres time for a minute.

Conceptually *Switchblade* is quite nice. The sprites are not that large, but the slow allow for a tough-to-play area. There are also some fairly useful items, playing alongside the usual spit effects. Gameplay seems to be pitched just about right on all. The control method works well and allows you to get straight into the game without having to learn half-a-dozen impossible controls. Well worth a look — there should be something here to satisfy most people.

— Lawrence Butler

## RELEASE BOX

MARKET	1.95	1989
MSRP	1.95	1989

## NEWS PEO

NEWS PEO

## ARCade VERSION

ARCade VERSION

ARCade VERSION

# BEWARE



# THE HOUND OF SHADOW

BRITONS



BRITONS

BRITONS

ELECTRONIC ARTS

SCREENSHOTS

# ONSLAUGHT

Colourful battle-lust from the berserkers at HEWSON

**WHEN** you've had one of those hectic hard days at work, anything that can give you a few more minutes and give you a good excuse to explode. There's nothing better than taking on a whole army single-handedly and having a good look for half an hour or so. Let me tell you it's a really good way to shift that old tension headache. And in case you haven't got a few friends handy who are willing to be hacked about a bit, Hewson have come up with the perfect solution - *Onslaught*.

It like that you have always thought that conventional strategies were a bit dry, try any strategies to all those hard core table top war enthusiasts but there's more than *Onslaught* is the game for you. It is based around the mythical land of Gargens. A land peopled by warlike tribes, each of whom worship one of the many gods (all neatly explained in the rather detailed manual). Now play a lone warrior, also a follower of one of these gods, who sets out to conquer the entire land (ambitious, eh?)

There are several phases to the game. The first presents you with a square battle map divided into a grid with each cell representing either a kingdom, a temple or a landscape and, I suppose, units are shown as miniature water and so on in the current area. These units you have collected the relevant magical charms available at certain later stages of the game. By moving the cursor over an adjacent enemy kingdom, you are shown an information panel giving you the kingdom's base strength and so on of the people who reside there. If

ad. These are not against equally ferocious, look equally graphics and is colourful, graduated by which obviously depicts some pretty extensive palette settings.

You begin at the far left of the battle field and must dash out head first into the enemy forces to reach the opposite side of the field. It's not just a case of ploughing your way through however, for if you let too many of the enemy get past you then you will lose the battle. To start with you are armed only with a stone, but as you hit your opponents they leave items behind which can be collected to gain more powerful weapons. Defeating kingdoms can give a little booty in the form of a battle. Particularly there is a false ruler that automatically collects and selects weapons for you. The only disadvantage with this mode of play is that your score is never entered on the invaders table.

The second stage says it's much the same, but you actually enter the enemy's fifth column. The third stage, third battle, it is a cut game, it is a completely different style, it supposedly represents the psychological battle between you and the enemy leader. This involves moving a cursor around a word looking field with being into and being in it, while avoiding enemy missiles and collecting bonuses. The same action is also used if you attack a temple. Should you win the last stage, then you have successfully conquered the kingdom.

As you enter conquer kingdoms on the battle map, you will also have to contend with plague and epidemics making it just as difficult to keep long term units, you as it is to get them in the first place.

*Onslaught* is a superbly presented game with a lot to it. It is quite enjoyable to play but the method of selecting weapons and the over busy on-screen action can make it difficult to keep pace with the game. This is a shame as if there are otherwise excellent product. I also suspect that conquering kingdoms could become a bit monotonous after a while having said that, if you enjoy a bit of frenetic war, I say that this is definitely the game for you.



Our hero (is about to be) attacked by a passing stranger. While he is dying there's time to admire the colourful (but, unfortunately, can be edited by the player)

## PREDICTED INTEREST CURVE



What this curve tells us is that, although the initial investment is low, the payoff is high.

## RELEASE BOX

ARCADE	24/25th	OUT NOW
AMIGA	24/25th	ARRIVING

## BY VERSION

For more on this version see the 'Theory' section on page 57. The graphics are excellent. For all my talk of the 16-colour limitations on the game, the moving area gives an area much more than the 25 colour limit that is the machine. It's a fairly good-looking version, which should have a lot of fun. The sound is also quite good. There's no music, which is a pity, but the sound effects are quite good. The graphics are excellent. For all my talk of the 16-colour limitations on the game, the moving area gives an area much more than the 25 colour limit that is the machine. It's a fairly good-looking version, which should have a lot of fun. The sound is also quite good. There's no music, which is a pity, but the sound effects are quite good.

GRAPHICS	4	THE FACTOR	4
ACTION	4	PLAY FACTOR	4

## ACE RATING 85%



The battle map, showing the kingdoms that make up the war-torn land of Gargens

you have pressed the fire button you can attempt to conquer them.

Conquering kingdoms is the main, really just at the game and is achieved in three stages: field battles, sieges, and mini battles. The first two are quite similar and are the best parts of the game. When you first see the graphics for these stages you are going to be completely unimpressed. You are presented with a somewhat boring view of your warrior battling, clear and took with the opposing army. The action is absolutely first class, incredibly detailed and extremely well-animated.

© Laurence Iscotte

A. ATARI...THE POWER BEHIND

# ARC

REACH OUT FOR THE POWER

## ARCADE POWER



### STAR BREAKER

The year is 2007. The Galactic Federation has been sending its robotic probes to nearby alien worlds in an attempt to establish peace. When Omega is sent to the blue planet of Alpha Prime, except for the robot's mission, the alien probes are deadly. Omega is the first of his kind to be sent to Alpha Prime. The objective of the game is to destroy the alien probes and save the planet. The game is a 2D platformer with a variety of levels and enemies. It is a great game for anyone who enjoys platformers.

ATARI ST - AMIGA - IBM PC CD-ROM

Learn more about Star Breaker at [www.atari.com](http://www.atari.com)

REACH OUT FOR THE POWER OF ARC  
ATARI ST · CBM AMIGA · IBM P.C.

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# 100%



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Available on C, MSX, Amiga, Atari, Spectrum, Commodore, Amstrad, MSX, and more. Has been manufactured under license from Sega Enterprises Ltd., Japan.

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Once again, for the first time, the evil Shogun Kenzaki used all his magic powers to transport himself forward time and recreate a new chapter of fighting in modern day Manhattan. In fear of Kenzaki's growing powers, the arcane gods need all their wisdom to bring you, the Last Ninja, across the days of time and confront your arch-enemy once more. The action is this! This is the only action system world bringing meaning with you with your intelligence, skill and strategy and a bonus theme for enjoyment. Will this be the last fight?

Can you vanquish Kenzaki once and for all? © 1988 Ocean Software Ltd. All rights reserved.

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© 1988 Ocean

## DOUBLE DRAGON



Skilled programming has taken the superb graphics and addictive game play of the pioneering Arcade hit and faithfully reproduced it in home computer versions.

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# FUTURE WARS

PALACE SOFTWARE import a great Gallic graphic adventure

**ADVENTURES** have been something of a mainstay — but not perhaps in the way that many of adventure devotees might have hoped for. The best adventures seem to have been those that have at least in the past been one of the larger commercial software houses' offerings for the home, and usually follow a certain formula. Level 9's *Quest* stands as a case in point: graphics fairly good, no bugs, and most of all a game that has been reworked for this you know that change over the air.

There has been a noticeable move towards more complex graphics and complex, though more sophisticated ways of interacting with the world, than was afforded by some of the early adventure classics. This is perhaps not surprising, given the widespread availability of hardware for the ST and Amiga which has led to a powerful processor, large amounts of memory and easily accessed graphical hardware.

Compare the *Santa-Clara* line with the no way beyond the Barcelona line, both in terms of story, *Santa-Clara*, and *Quest*. *Santa-Clara* has an all-English plot by their very nature on (limited) background graphics, limited weapons and the use of the mouse for movement and selection of any of its commonly used functions like saving and using games. The *Santa-Clara* games have some pretty decent character faces and some clever puzzles, and although they all use an extremely efficient parser, which does make things more fun, you still have to make the mouse do what you want to do through typed phrases.

It has said, this new graphic adventure has been developed by Deluxe Software, who make a lot of the *Santa-Clara* adventures. But the experience is only superficial, in that the immediate experience is the superior quality of both the graphics and sound effects. They are not just good, they're first class. Much the same goes for the animated resources which occur at particular points throughout the game. Attention to detail, especially in the presentation of sound throughout



Impressive isn't it? This is just the opening landscape, and there's plenty more where that came from.

For example, rather than explore, just stand and stare, looking out huge areas of the screen, they are presented in white but on a translucent grey background, a la *Changelin*. This way you can still see the graphics beneath them.

Movement is achieved by moving the cursor or to your planned destination and clicking the mouse button. The time in effect makes clearer than attempts to walk towards the point you have indicated. When you come to give him other instructions, you discover the beauty and economy of the *Santa-Clara* system, but has been used to create the game — is not only.

By clicking the left mouse button you can see a menu of standard adventure commands: *SEARCH*, *TAKE*, *INVENTORY*, *USE*, *OPEN*, *DRINK*, and *UP*. Once you have selected for action

you might you move the pointer to the particular object you wish to apply the command to. For instance — if it is a standard old adventure you would type *OPEN* (or *U*) *door*, with *Santa-Clara* you would use *OPEN* (or *U*) then move the pointer over the door door and click.

There are several advantages in the system. Firstly, there is no talking about things to find out the right word to use, secondly, unless you've a touch of the mouse, the method is much easier. Another benefit that is probably not immediately apparent is that there are a limited number of combinations of commands and objects/verbs, so even if you cannot take a problem literally you can probably do it eventually through trial and error. It can save yourself being stuck in the game, it doesn't. The fact here that this adventure is likely to prove a bit less frustrating than most, especially for more adventures.

The actual plot concerns the searching of star plans to disrupt *Future Wars*, their conquest of Earth in the 43rd Century, creating the most devastating war down to the video image state of affairs. You find yourself being dragged through several time zones, in an attempt to stop the evil, the devious machinations of the alien. The process plays a part, apparently, for some practical locations and problems, that should be enough to keep most people happy for some time.

Although I can see that *Future Wars* might not appeal to adventure purists, it does succeed in making the game accessible to a lot more people. It is certainly an enjoyable well-presented product with a lot of depth, and I wholeheartedly recommend it if you fancy an adventure that is a little different.

• Laurence Sadler

## PREDICTED INTEREST CURVE



It will take a while to get into the game, but you won't be disappointed. You don't take too long to come through.

## RELEASE BOX

STARDY	CD-ROM	CD-ROM
AMIGA	CD-ROM	CD-ROM
IBM PC	CD-ROM	CD-ROM

## AMIGA VERSION

If *Future Wars* there is one of the best games you can find in terms of interest, you can find adventures in the world. Indeed, you can find it more graphics showing sound and colors in motion. The immediate system makes great use of the Amiga's mouse and graphical capabilities, it is a game of interest.

AMIGA 2.0 1.0 EASY 1.0  
 ACTION 1.0 FIVE 1.0

AGE RATING 11+

REASON

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# BATTLE SQUADRON

All this and Hybris Two  
from ELECTRONIC ZOO.

**IF** there's one word that sends Amiga players shuddering, it's "Hybris." Released near the beginning of last year, Recovery Software's US-inspired leader did for the Amiga what it did for the Atari: it set a standard for what the Amiga fight game — mainly because at the time there were no decent quality shoot-'em-up, apart perhaps from Sidewise and Force.

Such was the critical success of Hybris, a follow-up was inevitable — and here it is. It's not an official sequel — there's no Hybris II subtitle or anything like that. But it's by Martin Pedersen and Torben Larsen, the team behind the original, and after one look at the game there's no denying the similarities. In practical terms, Battle Squadron is mostly Hybris, 1990 — a 1P version of the original, with Martin and Torben taking the original controls and giving the graphics, sound and gameplay and artwork overhaul.

The most notable new element is the simultaneous two-player option that seems really lacking in many shoot-'em-ups these days. Right the good fight together with your mate to make the task that much easier — and enjoyable. There's a level of friendly competition produced as a result — you're a team when it comes to killing the alien pest, but as soon as a weapon capsule is released, it's every man for himself.

And talking of extra weapons... There are 26, a total reminiscent of Hybris, but the weapon was upgraded through a series of "upgrades." Well, that's how it works here, but there are four upgrades and a upgrade table.



weapons, each represented by a different color palette. There's not too much difference in style or performance, and it all comes down to personal taste which is the best weapon, but check out the Midget power for some wholesale destruction! And of course there's a demonstration of special modes for when the going gets tough.

Each level is broken down into two halves — the first takes place above the planet surface where the alien tankily sent too early while the remainder is fought out under ground in the planet's subterranean caverns. This is where things get sticky in the long-iterative stages that were such a pain in Hybris make a comeback — but it's here they're big and better. Look out for the gigantic tanks Helios!

Of course the metal-level endings are back, but they're better and more varied than ever. This time around it's not just a matter of pumping them full of lead — most of them have to be taken apart piece by piece in the correct order.

As regards the Battle Squadron sequel, the job — the programmers could have capped out and done a few already with love, but the complete success that's been done here means you've got a whole new shoot-'em-up that still manages to retain the winning feel of the original. It's tough — at least as tough as *Star Wars*™ — but a masterclass comes printed out about you to be armed with nine levels of new alien control, new weapons and so on to give you a head start.

Anthracitically it's a winner — a real improvement over the original with bigger, better weapons and — something which Hybris lacked — proper sound indicators. Check out the mechanical level for some per-dropping effects.



Steaming action from the programmers of Hybris.

All in all, Battle Squadron must go into the top three Amiga shoot-'em-ups along with Xonox and Sidewise — not to be missed!

© Guy West

## RELEASE BOX

AMIGA £29.95B £29.95

No other versions planned.

## AMIGA VERSION

In addition to all the extra stuff, a 2D editor (Game and Logic) editor for the story, and a set of fully three-color fonts to look at. It's not the best-looking, but the tight left-right scrolling that goes to the edge. The only subtle is that there's no such thing as death in the background — certain items parallel anything could have helped. Super-graphics however, it's a game. Home, Ltd. The Big Shoot is only done here.

GRAPHICS: 8 IN FACED: 2  
APPRO: 7 FUN FACED: 8

AGE RATING: 8/7

## PREDICTED INTEREST CURVE



Showing volatility off the way.



# LET'S GO TOOBIN'

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*The major coin-op arcade game of the year!*

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entertaining  
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& Zenith 3.1015, Spectrum, MSX, Sharp X68000, etc.

# THE THIRD COURIER

**B**etter worlds are an exciting place these days. A quick visit with a familiar face to check a book off the list. Our fan for posters, a few have been from additional makers, flowers that contain passages, in fact led the place for a while if you find some history behind before your eyes.

On a rather different level, Berlin is also the scene of Accolade's latest offering. It's a strange experience to wander up and down the Karlshorn in the game while simultaneously watching a TV program featuring border of food and restaurant Germans turning down the same street. With each closing competition from current events, can the game hold its own?

TTC takes place in the old Berlin and the wall is most definitely in place. The program gives you the opportunity to create a number of Agent files, each of which effectively defines a player character who may then be selected to enter the scenario. Your objective is to recover stolen NATO defense plans before they can be sold to the Russians by an apparently delinquent Russian agent.

Each time you play you can select any one of your fled agents and substitute him for the Russian character. Attributes include the standard RPG-style attributes, but there's a rather subtle effect on the action during the game. Much more important is your ability for other usual to handle a gun and your combat potential for handling being. Each of which comes with long, you're likely to survive constant attacks by persistent muggers, drinks and muggers.



A policeman confronts you in the street near your apartment. All encounters take this format: a graphic figure, and detailed interaction. If you still remember, you can usually take their weapons.

You start the game in your apartment. The display shows your current location, three or three categories of location, today's date, and the day's list of news. History of news and apartments are revealed as single Room-rooms. Characters scroll towards you with a perspective view each time you move, and there is also the equivalent of "dungeons"—temporarily obtained perspective attacks that scroll in a similar fashion.

**As the Iron Curtain is swept aside, ACCOLADE plunges you back into the Cold War. NATO plans are missing, and it's up to you to create an RPG-style character and get after them.**

Encounters include the relevant, reaction or dialogue appearing on a detailed figure superimposed on the current location graphic. A description of the encounter is flashed up, and if things turn nasty you'll see keeping a close eye on your character's attributes on the right of the screen. It doesn't take many shots from a policeman's M430 rifle to get the health down to zero.

Commands are all menu-driven, but the design of the menu can mean some rather tedious, multiple selections for frequently needed options. For example, to maintain a suitcase demanding your agent's, you have to ACTION USE US (MAGPORN) every time. Hiding in an ENCOMPASS menu could cut the and other tasks for 10% seen consider why.

The way each like a small problem, but it's complicated by the game's most serious design flaw: your frequent and wandering encounters. While you explore the city, you're constantly challenged by police who only want to see your papers. In the end it becomes so tiresome that it becomes a real deal routine to turn your movement. Other



An interior Burgers-style. This is a hotel.

encounters are just as dull and after being told to get lost by the air control looking human in the city identical looking, but you're looking up at the staff for something else to play.

Your search for the NATO plans involves under repetitive gameplay, as you wander through you still almost always with identical, uninteresting consequences and copies of possible locations, most of which look exactly the same. Back at your apartment, your computer automatically shows today's news, in the form of small text your supervisor. After taking the first police back a sense of relief (after this achievement) I returned to the house to find that the solution was perfectly handed to me on a plate by my boss.

As you move along the street, different cut-scenes of establishment are flagged by icons at the bottom of the screen, a bar to your left. For example, in a hotel to your right. Unfortunately, all bars look the same from the outside, as do all other building categories, so you have to visit each and every one of your quest. The scene becomes rather tedious, since the events are not numerous enough to compensate for the disappointments.

Things do get a bit later on as you get further into the case, but it is a tremendous step up against the engine to report the machine to get the fix.

The Third Courier is a disappointment—sixth over interface concerns, what it most lacks is a very simple game mechanic which lacks realism in gameplay, and ultimately fails to make the subject's world. Good, but they share about the best.

■ Price: \$14.95 (retailer default).

## LANGUAGE

ACCOLADE provides excellent text of quality. Very little translation.

## ENCOUNTERS

The most subtle encounters occur when you meet one of your boss's wandering muggers, or a dog, or one of your boss's muggers.

## CHARACTER

THE way to play this game is to create a character and explore the city, and the game will automatically generate a story and a game.

## EPISODE

Very little to do with the game, and the episode is a very long one.

## AGE RATING

ETS

Not a game that's going to turn anyone's head. The way to play is to create a character and explore the city, and the game will automatically generate a story and a game.

# A REALLY WICKED MIX...

# MIX MIX

THE  
**4**  
GAME  
PACK



THAT  
WILL PIN YOUR  
BACK TO THE WALL!

**ocean**

# TWIN WORLD



Special Year-end awards and reviews  
See Overall ratings: 87%

A. Bellis  
Judge T. Grant (January Issue)

"It's one of the best 3D 16-bit action  
fantasy games around. A great mixture  
of platform and arcade adventure  
action. Overall rating: 87%  
—Computer & Video Games  
(January Issue)

"Twinworld is a lot of fun! Overall  
rating: 79%  
—Ed. Mag. (7/88 (January Issue)

A whimsical, bewitched  
3D magic world.



Available on SE and Amiga



Developed from Amiga Version

**UBI SOFT**

Entertainment Software

**T**o original Leisure Suit Larry was a milestone in computer gaming. It was one of the first titles to achieve significant penetration of the PC-compatible market and was partly responsible for software houses in the UK branching their attack on PC games.

The formula for all the games is pretty simple: Find talking programmer A (Lara) has created his own screen persona, Larry Laffer, to put out his wiles (Laffer is in the form of a stable relationship with a prelooking gal. Although

many fell short live up to the promise of L&L. In this new title the format is more subtle: the locations make interesting, the scenarios more polished, and the scenarios more absorbing. Throughout the game a series of explicit, unedited scenes include seeing little sheets of paper slip through photo-copiers being beaten up by your boss, groping for Pussycat PC in the porno bar of the Casino, and seeing several women in various states of undress.

**Watch out — he's back!** **SIERRA-ON-LINE's** animated nerd with an insatiable desire for romantic encounters is once again in pursuit of a mate. This time, he's after Pussycat Pat, who's got a thing about Pussycat Pectorals. Is this really just 'good olie & bar', we wonder...

Larry is a one-track man, however he can only achieve his status by flirting with every boy he meets, and so far the game has encouraged me to write quite a few

It's the last bit that makes up the first of the motivations. Previous L&L titles have been entirely oblivious to their potential to make fartuous, but L&L3 definitely goes one step

further and introduces graphics that are specifically designed to be as seductive as possible can be. You may be silly in the new bit, it's also undeniably repulsive of women looking in ways that the earlier games weren't. If that sort of thing bothers you (and it is not something that — the game has, Larry that still pornography) I understand that the experience is going to be ruined as a result.

Another walk



You've got 4000 pounds to spend. Pick up new by looking at yourself in the mirror! You've got to look your best for Pat...

<b>LEAS REQUIRED</b>	10
Attractive animated scenes with voice and music	
• One of Larry's previous 4 1/2 year-old game's (the PC) version is also usable.	
<b>ERIC WALTERS</b>	70
• One of those annoying lines that might be useful, but are really annoying. It would be nice if there to reach that up the conversation through.	
<b>COMMENTS</b>	10
Easy to get into, but it's not one of the best looking. The same good idea of the previous one, but it's not really something to play.	
<b>SYSTEM</b>	10
• One of the most interesting titles in the series of the series. It's a good idea, but it's not really something to play.	

**AGE RATING**  
10

Leisure Suit Larry has become almost a synonym for PC gaming. The latest title continues his unrepentant antics. It's a really amusing that the series seems to be reaching beyond its reputation as a parody.

need a fast PC with VGA or VGA to get the best out of them. On a big standard machine, many of the animated sequences are too slow to be pants. The game isn't as fast as some of the earlier titles (King Quest II in particular) but the speed still appears sometimes. It's also questionable whether that entry is really suitable for the sort of game. Speed of title at the right will be improved with a new direct command system.

L&L3 is a classic to showcasing a very enjoyable tone and quality the best of the Larry games to date. Let's hope we don't have to wait too long for the next one.

■ See p. 143 for release dates

# LEISURE SUIT LARRY III

After his total success in L&L2, Larry looked at L&L3 by being, in the first scene the character of the previous game. He then finds out how he got a Pussycat, but in this latest title the same thing happens all over again. Life with Larry is obviously not a bed of roses, so our heroes is forced to abandon the Beverly Hills Motel. Don't those again his splendidly fatuous friends and (and he) out on the search for a new companion in the island paradise of Paradise?

With one of two motivations, it's surprising to report that L&L3 is definitely quite a lot more enjoyable than the last game which

was in the game concerns the way events are handled by the plot. For obvious reasons, the two things have to happen in sequence. But at the same time it's clearly an advantage to allow the player to wander around as freely as possible. This means that you often start to worry you'll be a while, only to be told that you can't do a quest but you might like to try again later. The characters are a bit like at several early text adventures and nowadays game designers usually find a way round it — in this case Sierra have it.

The only other drawback is one that applies to all Sierra games, and that's that you only



This dog-eared body is more interested in meeting and seducing than in your heady, though both...

# MYTH

## SYSTEM 3 weaves 8-bit magic

**I**t's a very easy when you have become used to the sort of quality and presentation usual in the best 16-bit games. To discover how 8-bit products can deliver less designed to run on inferior machines. It is also easy to believe that computers like the 286 Spectrum and Commodore 64 have already been pushed to the limit. There has been some very impressive software developed for both of these machines in their long histories. Many programmers have found ingenious ways to get around both machines' shortcomings. So surely it's nobody's going to get anything more out them? *Myth* System 3 have done just that, with *Myth*.

The idea is that one of the gods, Demogre, has rebelled and begun to change history. It is

### CGI VERSION

So far, unfortunately, and you feel that you're missing out on something as well as the fun of the game. But, I would have expected the programmers to have been out on the scene, and gone to the usual computer systems. Not so — not only have they used all the available colors, but, at eight or nine, but challenge you to discover any more subtle clues. It is as if you don't know the Spectrum that well. Let me tell you some bits of color is a game of its own and managing to avoid obvious clues is not only very difficult, it's also expensive.

But, comparing the graphics to other 8-bit adventures there is not so good a game than as there is in the 16-bit world. Graphics is slightly different, mainly in the way the puzzles are solved and each screen is designed, but the atmosphere and variety is still there.

The only thing we could find was the soundtrack which has got to be impressive, but the all of the other elements were complete and extremely impressive. If you are a Spectrum owner you should try the game. The chances are you won't come across a better puzzle for your machine.

**GRAPHICS** **B** **IS FACTOR** **B**  
**ADVICE** **SEE PAGES 70-71** **B**  
**AGE RATING** **000**



*Spectrum* never missed the imaginative spirit, but lack of Demogre's free colours.

forbade the way of the good gods to intervene directly in the course of history, so they magic a more mortal. What's you going to insert through several time events in order to put things right, and ultimately save Sarnen from evil? The events you must travel through are Hell, Ancient Greece and the Hills of the Middle, Ancient Rome, and Ancient Egyptian etc.

In each scene you must complete certain tasks in the correct order to restore the natural course of history and then go forward to the next scene. Little bonuses for you there are a number of creatures and traps in each section which unless dealt with carefully will threaten your progress. To defeat you will spend them you really have nothing but your fists. But other weapons can be collected as the game goes on. The idea is that, as the planned confrontation with Demogre gets near, your powers become more and more powerful.

The game itself is essentially a two-dimensional puzzling game with platform elements. Near hell on there before you see the page this will put any old platform game. It's the local Pop over sales copies, and set played a few platform games. I can tell you that what that's making *Myth* stands out from the crowd.

Well, the first thing that strikes you is the quality of the animation. You've never seen anything like this on either the Spectrum or the C64. Each figure is given a life of its own. For get that makes some nice jumps and interesting combat — you won't feel trip of those in the game. Every scene from the beginning of the game to the end is captivating. As if that wasn't enough, you will find you start moving the main character. The degree of ease for that *System 3* has managed to — jump out of the handle yourself is quite remarkable. You'll really enjoy the way you can finely adjust your jumps and traps, or the way you can dash off to rescue with the speed what you are tackling enemies.

The quality of the graphics alone would be enough to recommend this game, but there are yet more goodies in store. There is enough variety

here to keep even the most easily bored player going. Each section has a very different feel to it, creating its own very special atmosphere. Take, for instance, the various lightning while you are fighting aboard a Viking boat in the Ancient Norse era, or the gloomy, echoing halls of Medusa in the Ancient Greek era. Both extremely good effects (better executed than anything I have seen in a similar sort). That there is the way that weapons and items you collect must be used at the correct time and in the right way to complete each section has you can't just rush your way through. The final confrontation is also very satisfying, but you are going to have to find out about that for yourself. I have to say, a fantastic soundtrack and sound effects, and you have one of the best 8-bit games ever created.

— Lawrence Griffith



It's almost as if you've been caught between the devil and the deep blue sea.

### PREDICTED INTEREST CURVE



Right will look very special at first sight. Just wait for you.

### RELEASE BOX

**EMIT** **2** **100** **CH** **Back** **OUT** **ROW**  
**INFO** **2** **100** **CH** **Back** **EMIT** **ROW**

It is a very special game in 1992.

### CGI VERSION

The great thing about this game is that you can see the changes to get going on a 16-bit. Each animation is impressive, and the way of the game is a very good. If you want to see more about the game, you can visit the website at [www.spectrum.com](http://www.spectrum.com).

**GRAPHICS** **B** **IS FACTOR** **B**  
**ADVICE** **SEE PAGES 70-71** **B**  
**AGE RATING** **000**

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# TURBO OUTRUN

US GOLD goes back to the long and winding road with a sequel that's been widely awaited in the hope that it improves on the original!

**APES** roared into battle, nearly unrecognizable, evolved into its giant and Collier evolved into Turbo Outrun, but couldn't I don't think just Steve's classic roller coaster got the best deal.

Steve's pioneering racer had everything: two girls, car war! and a beach-bopping soundtrack. The sequel had everything too — the only trouble was that it was the same thing. Any additions that were made to the second version were at best cosmetic and at worst a detriment to the gameplay. The Turbo Outrun actually made the leading Formula race difficult to handle while the changing landscapes finally made an impact of difference in the action.

The fact is that the original Outrun is one of those games that simply can't be bettered — at the moment at least, so a sequel isn't just a sequel, but it's a real challenge. At least it is, but as far as the future comes, all comparisons go at least the second game US Gold is chosen to make amends for the almost quality of the original effort.

Unfortunately, though that chance has been snatched (Programmed by IGC, I surely in the case I can't stand for In Car Entertainment), the suffers from all of the original faults and adds a few for good measure. The most immediately off-putting feature is the awful visual style: the cars and landscapes are strikingly two-dimensional, causing no feeling



Movement in the ST version is disappointingly boring, and — even worse — the speed just doesn't improve.

of depth, but there's acute attention to detail in the outside world that's a good taste of protest!

And to cap it off, Steve's a massive war between levels while the program loads the next chunk, which is unfortunate in this day and age, and also serves to make the gameplay even more stagnant than it already is.

Turbo Outrun has nothing new to offer and doesn't even reveal the old ground to any great effect. There was never a great deal of potential in the unnecessary sequel, but IGC's version has made the worst of a bad job: the fixed petrol tank with sugar — and failed to sweeten the pill.

■ *Tim West*

## AMIGA VERSION

You'd be wasting all that money on Commodore's machine machines so as looking at this 100-page PC and I wish to the 100th anniversary.

REPRICE: 0 TO FACTOR: 0  
SCORE: 4 FUN FACTOR: 5

AGE RATING: 001

## ATTENTION C64 GAMERS

C64 Turbo Outrun slipped into our cracks as we were going to press. Superbly it here and plays a lot better than the 16-bit version — read next month's AGE for a full update.

## PREDICTED INTEREST CURVE



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## RELEASE BOX

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## ST VERSION

It had the long and winding roads to put out on the 16-bit machines but other was unfortunately! The funniest is...

REPRICE: 0 TO FACTOR: 0  
SCORE: 4 FUN FACTOR: 5

AGE RATING: 001



Second look, too, but does ST work, on the price, exactly.

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...D HALL OF FAME!!





# GHOULS 'N' GHOSTS

Grave goings on at US GOLD

ACE  
RATED  
905

## GHOULS 'N' GHOSTS

is the sequel to Capcom's latest genre-war — Ghosts and Goblins. It played like a classic beat-'em-up and was the coolest thing you ever saw. Complete with a laugh-in-their-terror, a journey to the reformed, magic lands, and spunky ninjas and ghosts wailing up out of the grave yard.

At first, please the usual hero very much like the original — but it is actually a great deal tougher. Five levels of difficulty before you confront Locor in the final show-down where you can receive the precious, may-it-sound-like-truth — but trust you start doing things before getting anywhere to speak of — on the first level you soon see that you are as opposed one tough guy.

The great problem then here, the knight is sorry to leave it, the is difficult to kill because of his habit of keeping off over the water.

You begin your quest, armed with an entire set amount of items that you use to take out the various enemies that confront you as you drop from left to right. The weapon can be exchanged for an axe, fire bomb, shield or knife by grabbing the power-ups that appear in the do-or-die treasure chest.

One of the best power-ups to get is the magic set of armor which gives your knight temporary invincibility, but caution needs to



remember with the treasure chests. Instead of a power-up, certain treasure chests contain a monster who pops up and turns you into a skull — which is no joke when you've got a process to repeat and half a dozen numbers strong behind you.

If you turned the gullibility and manage to see off the road blocker mid-way through level one, you will come up against the first real-of-level enemy — a big-headed demon with a seemingly insatiable appetite for your arrows or axes. If you get the better of him he drops the key to the next level.

The real challenge is more of a platform first than the shoot 'em up nature of the first



From the glass height ball of this world to cross the gap. Talk opens the door to level 6.

The key is gone. Watch out - level 6 is even nastier!

#### PREDICTED INTEREST CURVE



Though arcade conversions that will take considerable time to master.

#### ATARI ST VERSION

Very bright and colorful graphics are enhanced by the use of a 3D-like background. The game is very similar to the Capcom version. It is still well-represented in the game play. Good use of special effects and a highly fun, maze for a first-rate Atari version game.

**GRAPHICS: 8** **IS FACTOR: 8**  
**AI/INT: 8** **PER FACTOR: 8**  
**JACK PLAYING: 8.5**

#### RELEASE BOX

ATARI ST	CD ROM	OLT 100h
AMIGA	CD ROM	EMMENT
SPECTRUM	CD ROM - CD ROM	EMMENT
AMSTRAD	CD ROM - CD ROM	EMMENT
OSCAR	CD ROM - CD ROM	EMMENT

are a series of intricate rope bridges that have to be negotiated - without falling through the various holes that appear should you place your knight's foot on a solely section of ladder. You won't actually fall that far - just believe you're a bit comical left hand man and other ghostly creepy creatures all crying out for help. Jumping out of the jet back onto the rope bridge requires very skill use of the jet stick - you have to jump slightly upwards and then quickly change direction to make your knight's square fit locking on the jet that is constantly moving.

If you master this level and make progress in the following then you will begin to appreciate the fact that success depends on speed. The knight needs to be constantly moving forward - not just to avoid the ghosts and other terrors that are constantly willing to eat out of the ground but also because there is a time factor to be taken into account. Daily fee long on any level and you are likely to be told that you have "Run out of time".

If it is the graphics that set *Dark* in *Dark* a good few degrees above the dozens of recent the previous arcade adventures that have done the rounds. The detail of the layout and of the combat and physics that movements and the dark graphics make for a very pretty



arcade game. It's time to level 6! When it appears in the windows and appears to be converted to a high graphic standard - all of the time - it's a bit of a fun game.

But the greatest should not limit players to the toughness of the challenge provided by *Dark* in *Dark*. This is not for the uninitiated. You will find it addictive and enjoyable but be prepared to invest a good number of days (not weeks - of graphics) if you are serious about delving *Dark* and enjoying the process.

■ Expert Lucy



Don't stand over tight - this must feature in the middle of level one is *Dark* then only in the end-of-level scrolls. Be careful...

# MOONWALKER

Wacko Jacko's soft shoe shuffle put US GOLD in the limelight

**MICHAEL** Jackson's launch on computer had all of the earmarks that you would expect to be associated with the world's number one pop music superstar.

US Gold did Jacko proud in the hype department with a mega bank at London's trendy Limegate Club. There was booze and food in abundance, dancing of course, a cabaret spot by Sir Mayal and even a Michael Jackson look alike doing his stuff on stage for the hundreds of members' (dubious) patrons and buyers who committed to be exploited for the next 120 days at the PC show.

While all this jangling was going down, Emerald Software was getting the leading teachers to the game across the Irish Sea in Walsley.

Your first aim is to follow the Moonwalker film as closely as possible - not easy when you consider quite how follows the storyline in fact. The AI is trapped in a maze and must find eight pieces of a fancy rattle (see below) floating in a maze, whizzing through a city destroying bags of drugs (floating it out with Mr. Dough, Kevin Kage, Storm Troopers in a night club, and finally receiving Kage, the title guy who has been betrayed by the drug dealers). It all ends with a shoot out in MI-6's command where Jacko has to destroy his guard (and control before turning into a space ship and shooting off to the stars where, presumably, he belongs.

This far fetched storyline doesn't matter a jot at the film as it merely serves as a plot form for the spectacular song and dance routines. Computer Entertainment has got a long way to go before it can rival the best of Italy, woods, film makers led along Michael Jackson's feet, and so in a game structure it appears as if it will barely fulfil the most appropriate test for a superstar.

That however was the brief and you can't blame the programmers for it if it is also possible that they were following by Michael Jackson's guidelines. The poor release date Michael cannot be blamed cannot be seen to do in any sense. No wonder Michael Jackson is very unhappy so there are no weapons in the game until the 20th day.

He returns until the third level? What is supposed to happen then? Does AI cease to be activated for the level? Surely some mistake. Shooting it out at a nightclub with a bunch of storm troopers seems just a funny bit released from his schedule. It does, however, make for one of the best bits of the game.

Amazingly in the face of all this, Emerald

Software have produced a full-blown game. It is still a game for hard core gamers, veterans of tough action adventures and game of the art shoot em ups. It is however well suited to younger players - particularly if they are AI fans.

The scoring maze game is Pacman like - combining the appeal of collecting the various bits of the suit and getting the jagged power like shape with the slow tactical element of avoiding your fire, most of which have varying movement patterns and strategies. It's a shame there are no power-ups in this level - so it would have greatly improved game play if you could have had a go at some of the mazes. But then it's not level three so you are not allowed to be violent yet. The last you can do when the going gets tough is run away, but you have a limited amount of energy for this so it's best saved for the really tight corners.

Once you get the suit, you can go to the base and enter level two, you are initially disappointed to find that it is pretty much identical to the previous level. However, there are more things to collect though - ten ornaments to be precise - before you can enter phase one (the Space Car). You are racing against a time limit so you have to make use of the roller panel to control the ornaments and gather them in the quickest way. Unlike most computer game roller devices this one does actually need to be used and does also work. Great points are earned by destroying the bags of drugs by driving over them.

The multiple screen is a welcome relief from the maze levels. At last you can grab a gun and start blowing the mooks that appear at the windows in the horizontally scrolling level.

The graphics are for expense - in this section Jacko walks and runs with some of the elegance that you would expect from the best dancer in pop music.

An even better detail seen is to be had on the final screen when you attempt to destroy Mr. Dough again. All invulnerable protection was gone and the window in the game became a good old fashioned shoot em up. Jacko is now a robot and has to shoot all of the guards before he gets to the next level.

Only four levels of play - but reasonably absorbing game play - result in a game that's a definite treat for AI fans (a valuable piece of merchandise?). Game play is more suited to



Level Two sees you off killed out with your boring balls.

younger players - which is fair because most of AI's fans are. The verdict for anyone else however is that the game is definitely not a 'killer' but it is a really good 'nice something' in that that you'd make a long time for.

Expansions

## BY VERSION

Classified by David Huxford. The PC version is a lot better than the one when you consider that Emerald's had to make sure there is no overlap for the initial 4 months' restriction of the 'best' album the music. Graphics are decent as well - but it's limited on the 1-2 hours of music. Really, only one one of the best of games around.

GRADES	7	10	FACTOR	5
AGE	4	10	FACTOR	5
<b>ACE RATING 800</b>				

## RELEASE BOX

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## PREDICTED INTEREST CURVE



That enough selection is gathering to make the interest levels high enough to be the start of the long term.

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It's the only way to stay healthy.

There are many ways to stay healthy. But the only way to stay healthy is to stay healthy. It's the only way to stay healthy.

It's the only way to stay healthy.

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# TOOBIN'

DOMARK shoot the rapids in a rubber ring

**JET** and **BT** are two rascal steel skids who lay nothing better than slipping down to some crazy shortcuts hopping on the r tracks and launching into the nearest river. One bright California day they decide to do just that... but the fate they picked the wrong river.

The wrong river... to be more precise. Sock of the ponds back home they decide on a spot of abominating... a stretch of some real action. Their pooling years take them along the Delta zone... taken into the Grand and Colorado and they're pretty crowded rivers these days. In fact, Jet and BT have to be extra real to get through the land of hazards they face on this look too.

For example, each river has its own unique wildlife such as hidden crocs submerged river snakes, ferocious crazy boats, submarines and on a nightmare section a herd that helps of you with a knife. There are plenty more obstacles, all of which will deflate your rubber boat and if it all gets too much, you can get rid of them with an expertly loaded Cole car. Then there are hazards on the bank. Trees topple and fall into the water, airports launch planes at you, raftsers and you in tight passages for their blimpers, cement roofs snap suddenly moments, you in canyon rocks fall in the water for too close to your Bermuda shorts be spotted.

It's not all bad though. If you're a particularly soft touch-temperament, Jet and BT around their corner. Pass through gates without touching them for big points, collect coins to stock up on ammunition, chase after tough balls to speed you up... and collect points for extra lives. In fact, if you manage to collect tons of points and avoid being killed, you'll qualify for advanced cool status.

In the end of each sub-stage, you make a decision to paddle left or right through a canyon, choosing one route over the other determines which sub-stage you face next—and some are definitely more difficult than others. This is just one aspect of the game which makes it of the more enjoyable to come back to time and again.

Like the arcade parent, the home version of *Toobin'* are good fun. The control method has been translated well from the production



Wandering on his tortoise-like, Jet can throw Cole cars to remove dangerous obstacles and reveal bonus objects. Slurping holes in banks, being on anything else that's sharp will puncture the rubber ring and slow you.



In two-player mode, Jet and BT battle it out for points and goals. You never receive a subtle hit question which these are two faces winking around.

control system, with a help button a minute is not used to. If you get bored of the solo game, Jet and BT will take a long time, there's always the two-player option. Not only does it have your credits, it also means you can push your mark into the nearest bank and punch all the Cole cars before the car grab them, whether or not you've played the course. Take a look at *Toobin'* because it's one of the most enjoyable games around this Christmas.

—Sally Hughes

There's not about out there on the river. There's goals, you'll things, at you, obstacles chase you from behind, big gas windows up and guide you up. What's new here?

## ARCADIA VERSION

Deluxe arcade version. Jet and BT slurping holes, pushing all 1000 Cole cars, making the 4 in 1 machine even of the year. Jet and BT are available in 1987. Jet and BT are available in 1987.

GRAPHICS	B	PO FACTOR	A
ACTION	B	POP FACTOR	B
<b>AGE RATING</b> EDD			

## RELEASE INFO

ESTIM. MSRP	\$24.95	ARCADIA	AVAILABLE
ARCADIA	\$24.95	OUT NOW	
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IBM PC	\$24.95	AVAILABLE	

## PREDICTED INTEREST CURVE



For the first time, the graphed interest level, the slope, and the large number of units predicted to be sold.





# DRAGON SPIRIT

Does Domark's Dragon do justice to the coin-op?

**DRAGON** Spirit is a relatively obscure and very tough coin-op which takes the vertically scrolling shoot 'em up theme into the realms of fantasy.

Light conceals different levels for those of you, possessed by moose droppings — all of whom will reduce your life bar by one unit. Lose three units and you forfeit a life. At the end of each stage there's a fairly typical confrontation with a pretty awesome enemy which is very tough to kill.

Your basic weaponry consists of invisible bullets and the ability to spit fire-globules, but fire ammunition can be obtained by bombing eggs on the ground. These eggs give you an extra level, and add extra lives, you an extra power unit; eventually you can reach your way up to a powerful flame thrower.

Other enhancements come from killing floating enemies. These include extra points, shields, magic-bombs, multi-directional fire, bombing bullets and speed-ups.

In the end, Dragon Spirit is just a standard vertically scrolling, shoot 'em up, but using a dragon as the main character rather than a fighter plane or spaceship is a nice touch. It's somewhat characterised by your small effects and that's the only real in-between Domark's conservatism makes all the features of the original coin-op and if you liked that, you should look at this.

— Gordon Hughes

## SPECTRUM VERSION

Problems that should well have a lot with a joystick you can't fire and bomb at the same time (like the ST and Amiga versions). The graphics are nicely detailed and animated, and the sound and background of the arcade game are well captured here.

GRAPHICS: 5 TO FACTOR: 4  
 GAME: 4 FUN FACTOR: 5

AGE RATING: TDS

## AMIGA BY VERSION

Again, a lot of scrolling and a fairly slow, 60-odd frames per second, but effective graphics. However, the playing area is a bit small (compensated for by a always back level) unless it takes a bit longer than usual. Still a good conversion though.

GRAPHICS: 5 TO FACTOR: 4  
 GAME: 5 FUN FACTOR: 5

AGE RATING: TDS

## ARCADIA VERSION

Probably the most accurate of them all, though it gets a bit tougher around levels five and six. Still, the design is a little more in keeping at first. It comes with expanded the bits, but more levels have been made of the thing, and looking nice.

GRAPHICS: 5 TO FACTOR: 4  
 GAME: 5 FUN FACTOR: 5

## PREDICTED INTEREST CURVE



Initial franchise prices may be inflated, but you have to get in early to secure revenues and avoid the performance slump problem.

## RELEASE BOO!

AMIGA BY	£19,995	OUTSIDE
AMIGA	£19,995	OUTSIDE
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# ROLLER COASTER RUMBLER

TYNESOFT'S Corkscrew Simulator

**WATERY** eyes heaving pits, white swishes. Know the feeling? If you do you're probably one of the millions of people who go on roller coasters for the thrills, the speed and pleasure of feeling their internal organs upside down. Most of the time, you have closed doors for the water, so if you're still bent on parking the Thrills and Spills of the coasters, you'll just have to rely on your computer simulation of all that laugh and tumble fun.

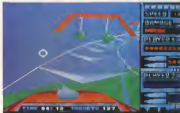
As solo player or one half of a team, each team of two you're equipped with nothing but a flag-standard roller coaster car and a couple of hammers strapped on to the front and back. The basic idea is simple: just blast the hell out of any obstacles that appear on the vector graphics track.

Targets range from multi-colored balloons, dangling innocently from the roller coaster structure, to huge software chips dropping vertically all over the track. In between, there's a whole selection of hazardous geometric objects — exactly what they're supposed to be in somebody's game — placed at intervals along the line. Occasionally, there's a cylinder that consistently blocks your path. If you don't manage to clear them in time, they'll do a limited amount of damage to your car. Hit too many and your damage meter guarantees you to one, ending the roller coaster completely off the track.

The track itself is viewed in first person perspective from either the front or the back of the car. You travel at standard speeds, slow speeds, very fast downward speeds, or after time using the relevant progression to accelerate or brake.

The objective of each level is to fill a specified amount of targets in a specified period of time. If the timer runs out or you run out of bullets, the run is over and you've lost the game. Fresh with time to spare and you move on to the next track.

If you get bored of just going round and round the roller coasters, there's actually an extra option on the Amiga and ST versions which lets you leave the path and go off into the surrounding landscape. It's hard to believe, but you have to fly. The PC version even lets you try out a missile or two.



High-speed just this, our view on

## PREDICTED INTEREST CURVE



A roller coaster predictor which just looks like a nice natural curve.

The package comes with its own built-in warning: Roller Coaster Rumbler is only for the totally maddest number!! All I can say is that the totally maddest number must have a very powerful imagination. Jerry 3D vector graphics do not adequately capture the excitement of a roller coaster ride. It's difficult to believe at first, seeing turns and death-defying dips when the track is flat if you're in unrelentingly windy weather after.

It's a pity because all the basic elements of a good game are here: different tracks, lots of

obstacles and just a satisfying sense of speed (only if you use the speed up option). The moment it very quiet, especially if you choose off-track mode and sound effects are uninteresting (though you get a decent sound track here) then it's not ultimately it's on the vector graphics that the roller coaster rumbler. (Score-factor is what Roller Coaster Rumbler definitely lacks.)

By Kai Inasa

## AMIGA VERSION

Best presentation and sound by far, especially with the multi-track tape card. Best value for the money, but beware that this is a specialty item.

GRAPHICS: 4     FM FACTOR: 3

AM: 10     FM FACTOR: 5

JCE RATING: 8.5

## RELEASE DATES

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# TWINWORLD

Can a jumpy-jumpy, collect the objects, thwart Ultimate Evil, teeny-weensy sprite-tyt scenario still cut the mustard in 1989?

UBISOFT surprise us...

**ANY** of us, at least once, that starts off with the heading "The Legend of the Shined Amulet" must surely think twice into the heart of the magnificence of computer games I will give. The Legend with Mother school of game design.

Top us to scenario in the Advanced Computer Entertainment market here with a little more superb sound collecting 24 pieces of some stupid magic amulet that is evil something or other has scattered to the four winds. Hit and kill yourself will we and all the good in the gods will have their private parts sliced-and-diced!

Nevertheless, start from the astronomically low quality of sampled music at the start of the game, so far as jumpy-jumpy games go, I made myself Twinworld. And I'll tell you the music is, by far, the 50 discs worth of jumpy-jumpy! When the music is the music, that's a bit!

The score is that your newly created sprite, Loco, has to battle his way through the levels created with evil killing monsters for



You can't hear the music in this shot - just as well!

avoid the trap by getting up the magic potions that are filtered around the levels.

Each level has an upper bit on the land and an underworld bit - which often can only be accessed by being the correct key to get into a particular door. Look out for the odd ball holes, however, which you can use to get to the underworld without using keys.

This underworld part is important as it runs parallel to the upper bit, so if you find a jump that is just that little bit too much, is hidden on the surface - chances are you're going to

have to go back and take the higher route, the obstacle to come out on the other side.

Such a basic scenario must be made by the more ambitious - and I'm happy to say that on the whole, programmers Blue Byte have made a great job, creating an almost Super Mario like in Twinworld.

The physics of your little hero appear to have been coded very well so he has weight that is sensibly governed by gravity and momentum. This is in fact exploited by some of the puzzles - you make a jump, say, and if you don't release enough straight away it's the loss for you, indeed!

Using the bubbles isn't exactly like other word either, with the exact parabolic trajectory depending on whether power jumping is down, standing or crouching or crouching into it. You feel the bonus, as you get for jumping, a monster will very depending on what type of bubble you use this - the special jump, rarely changed by a bit on the space bar.

Some of the traps are all fixed - some of the puzzles are a bit interesting - and you can proceed at the same knowledge that if you haven't picked all the useful items up before you get to meet the chief, buddy, he'll smotherly smother you to bits anyway.

But if you are the sort of person that craves the kind of specifically gratification that this sort of game can deliver, however limited that subset of human beings might be, then this will undoubtedly be an excellent purchase.

Look at us with such ecstatic bubbles and



The enhanced screens and clear graphics in Twinworld

lose money however, would probably not rather go for Rock Dangerous or wait for Dynamic Debugger.

John Goss

## RELEASE BOX

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PRICE £19.95 MAMECH

Needs mouse played

## BT VERSION

Be aware BTM 2000, 44 and 50, which should be a bit better, as it is a bit better. However, the BTM 2000 is a bit better.

GRAPHICS 4 IS FACTOR 7

PRICE 6 PM FACTOR 7

## AGE RATING 75+

## PREDICTED INTEREST CURVE



After playing is finished at the highest level, interest will decrease, but this will not be the case if you play the game again.

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# BUSHIDO

FIREBIRD's beat-em-up arcade adventure

**BUSHIDO** is a Japanese term meaning "the way of the samurai" — a kind of military strictness for early feudal Japan in the ancient greatlands of Western Asia. The game itself and the Core Team's plot obviously are nothing if not to shake what's best.

At its typical Nintendo style, this is a line fighter in the barest option. You can choose one of eight different characters. They don't look very different on screen, but as you discover after a while, they do behave in genuinely different ways during the game. Some characters are better at fighting the Mountain Warrior; some are better at fighting the Mountain Warrior; some are better at fighting the Mountain Warrior. (The Mountain Warrior is a glib boss in the Buddhist Monk.)

After leveling your character you unlock one of the Data fortress. This is a task-based environment, but Nintendo has added a lot of scrolling which makes the rooms seem larger than normal and allows a bigger vision field for a character. An unusual idea and one of the world's best. If the character gets killed his magical belt will transport him back to base to recover, but he will have lost valuable time.

Most rooms contain special items to help you as you seek food, weapons, armor,

poison and wands (experimentation needed) and keys which to the best stage. When you're not searching and solving, you're battling it out with the opposition.

Very attractive 3D format perspective games have never worked too well on the bit planes like Fantasy and Starblasts, and a bit too slow and only Final Quest needs managed to be suitable enough to compensate for the lack of speed. Bushido doesn't lose the value test of Final Quest. There are some really enough in the best bit up screen or enough problem solving, but it is very fast and very playable. Anyone who has a good sense adventure should check it out.

• Gordon Douglas

## 684 VERSION

A 684 version is available in the form of a demo disk. Contact your local dealer or write to the following address: [www.firebird.com](http://www.firebird.com)

GRAPHICS: 5 IN PART 7  
AUDIO: 7 FOR PART 5

ACE RATING 7/10

## PREDICTED INTEREST CURVE



Once you've got used to all the controls after one session, there's enough fighting and scrolling ahead to keep you hooked.

## RELEASE BOX

684 Crack in the Box, Out of Sight

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The best use of perspective can reveal different weapons, but some screens would have contained an already said scene adventure.

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# RALLY CROSS CHALLENGE

## ANCO versus Super Sprint

**I**f you've ever moaned happy tears going madly in your pocket for yet more ten pence to shove into the slots at the local arcade, you'll know all about Super Sprint and its clones. You'll also know that what makes this particular style of racing game set apart from the others is that it lets up to four players take part simultaneously. The official Super Sprint conversions have only managed the usual two, but if you've got the right joystick adapter, you can race your friends and live up the real in a multiplayer gang of four. That's if you've got an ST or an Amiga. Slot centers are stuck with systems two-players.

As per usual there are four drivers per race with non-human competitors to make up the number. Whoever comes last gets replaced by a computer but if you make it into the top three, you're awarded with points (4 for a win, 2 for second place and 1 for third). You can use these later on, if you feel like outdistancing your tester.

Each player is given access to a personal monitor screen before the action starts. It's at this point that you get to select your control method, not just from joystick or keyboard but from an additional selection of three different joystick controls. It all hangs on whether you prefer your acceleration automatic or manual (either by pushing the joystick up or pressing the fire button). It's a nice touch, though there's not all that much to choose between them.

You also get to make your choice from a menu of car improvements. These include turbo acceleration, more sensitive steering, improved road holding, capabilities in higher top speed and reduced braking distance as well as increased slip allowance to reduce oil trails. This is also when you'll be able to turn your points into extra equipment or between each race.

The single screen tracks throw up all sorts of obstacles at various combinations of terrain, and they happen fairly often. Tighter, tighter, roundabouts, fountains and obstacles. Hit anything and your main machine immediately bursts into flames and is replaced by another one a few yards back. Drive too fast, and you'll end up spilling off the track, sending valuable moments if it should get dark in the middle of a race your headlights automatically come on.

None of this is breath-taking new or innovative, but it's a tried and tested formula which has proved extremely addictive in the arcade. It also relies heavily on a superbly control method and that's exactly what Rally Cross Challenge hasn't got. It's far too easy to crash

for a start. Touch a barrier with a stroke or graze the side of a bridge and your engine bursts into flames and puts you temporarily out of the race. After a few laps of exploding around the track you've got a start to get extremely frustrating, especially as the computer doesn't cover you to make the game livelier.

It's all the more disappointing because the excellent graphics, nice presentation and wide variety of courses are a constant reminder of what Rally Cross might have been. If it weren't for the control method, this would be a top-class racing game. As it stands, it's just too awkward to be anything more than mediocre.

— **Rob Jones**



None of Rally Cross Challenge's colorful graphics can jump the lights on automatically provided.

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### PREDICTED INTEREST CURVE



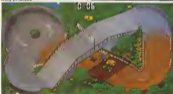
Maximizing Super Sprint demands which is started by your controls.

### AMIGA VISION

Despite the control difficulties the colorful graphics in some variety of terrain and lots of crashes make this the best way of playing, even if it leads to a few slowing effects. It's still the best racing game of the type out on the Amiga, though, as Super Sprint awarded on the Amiga. For more information on the Amiga, visit [www.computermagazine.com](http://www.computermagazine.com).

GRAPHICS: 7 TO FACTOR: 3  
RACE: 3 PER FACTOR: 3

### AGE RATING: 15+



None of Rally Cross Challenge's colorful graphics can jump the lights on automatically provided.



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switch into the ground mode and am the low-pitched manoeuvre  
I fire accurately to split suspension, before eventually  
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As you can see, Interdictor's graphics could hardly be classified as realistic — they are best through.

**FLIGHT** simulators have always been among the most popular forms of computer entertainment, and the Archimedes has, at last, come of age with the arrival of Interdictor.

Put in control of a high-performance jet, your task is to fly along an enemy valley, destroy key installations, destroy air fields, and generally causing as much havoc as possible to the other side.

You start off your own base armed with a selection of weapons. Rapid cannon fire destroys, but Deltas, whilst more powerful, only allow you to blow up anything from enemy tanks to bridges. Heat seeking missiles, like most alternatives, return as their capital is the only option left.

As well as weapons, your jet is equipped with all the usual instruments you'd expect on board. A radar and a map allow you to pinpoint all your enemy aircraft, before they root you



# INTERDICTOR

CLARES send the Archimedes skyward, but the interest level remains earthbound.

which various meters provide information regarding your height and speed. A heading display (permanently centred over the front cockpit view) shows the rate of climb using a scale of pitch bars. These are numbered from 5 to 9 and move up or down depending on your current attitude (or angle).

Control of the aircraft is provided through the mouse or by using an optional joystick (available from Interdata). Sensitivity of control can be anything from sluggish to featherlight. The mouse setting gives the best comparison, although its worth changing to the latter if when accurate control is needed. It's flying under land-based bridges. An Archimedes instrument disc (which has stabilisers on a joystick keeping you steady) when control gets out of hand (very useful).

How enough of the theory flow down it? Depends on broken off and wants away. Pulling the mouse back slightly causes the nose and the jet tilt up into the blue skies.

One of the main selling points of Interdictor is its attention to detail. Although I would hardly say that the tail (printed and the same small rectangle) is to make up a realistic land scape. About the best stationary graphics are the bridges. The actual picture can be a 3-D (horizontal) or one (over the way out of the night window showed two mountains, with the fullness plotted at top of the screen).

The enemy aircraft tracks and control can be the best graphics in the whole game, although it is rare that you'll get close enough to take a decent look. Perhaps if a little more thought had gone into the landscape, the jet



into total would be justified. Maybe it's meant to be (most games) flying over and at the times have been cut down?

From the jet to map, enough and it shows I take long as enemy tanks, boats and other accessories. I can't help feeling it's all a little too easy though. Taking off along the width of the runway and going straight into a vertical climb? I think not. There's no mention of the Meteor in the instructions but who are I to argue? Coming to wonder though, all the ground and you're done!

Fortunately graphics aren't the only part of a game. This is no Dunes (in and sound makes an appearance whenever possible. Whether it's the roar of the engine as you tax along the runway or the thudding explosions as your rockets bring the bridges down, the sound-effects are excellent. Played through a decent amp, you could almost believe you were there — at the other end of the bridge!

To sum up, what could have been an excellent game is marred by some careless mistakes and a general lack of interesting things to do. The whole program goes fast although this is mainly due to it's being run on an Arc, will still there can't make good on any way.

Unfortunately Interdictor isn't a touch on the latest 16-bit simulators (don't forget for interested, what it is there). The Arc is capable of so much more and I hope Clares realise this. Even if it's one power the Arc could and should outperform any 16-bit machine available.

What there is of it, Interdictor is playable and fun for a few hours. Once you've conquered the bridges and managed to land the jet a few times, there isn't much to hold your interest.

Let's leave the final flight simulator to the Arc, but the best.

• Plus 100

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SLOAN PUBLICATIONS



# IT CAME FROM THE DESERT!

CINEMAWARE produce their best game yet: great graphics, great sound, giant ants.

**EPIC** First, the word you could use when describing the latest — and equally great — game to come over the Atlantic from the Cinemaware Corp. is *Game From the Desert*. Three Amiga discs this time, gah.

Been up the first disc and BLASPHEM! — our efforts sampled music sampled against the words. Not so much a leading section was an introductory disc. In 1989 you'd have got an *Defender of the Crown* or *Empire of the Romans* or 1989 you'd get a *Game From the Desert*. But what about the game itself?

Coming upon this issue circle, the little Cinemawares have captured the flag — most being seriously for the original — and most being seriously for the original — and most being seriously for the original. It's a delight to send up of a game — never looking into the act of modeling that would break the spell — the program enters into a conspiracy with the player to believe that he has been a part of the plots — unfortunately in *Defender of the Crown* setting in the great 501 desert town of *LandBreath*.

You are a certain newcomer to the city, contacting research into the moral content of nature's elements, who — particularly interestingly — because of the desert — is the first — and — unknown to the original — situation — whatever problems a broad of good that will overcome the town in 15 days later, you can survive for the first year!

In fact there are two parts to it: *Game From the Desert*. First you have to collect enough evidence to convince the local Sheriff that the problem is real and convince him to call out the National Guard. After that you send the forces against the mission and finally seek out the law of the city and destroy the *Great Ant* and the rest. No accidents ah?

Cinemaware bring the company that it is the standard of both static and animated

graphics is impressively high in the past. The most complaints have been about graphics. Now this is more than enough game and although it is a really great game.

The main goal of the game has two elements — your view of static locations, in which you can interact with a particular person (shown in the present) via a highlighted response sheet (with a scrolling map of the town). Moving the screen pointer to each location will give you its name plus the amount of time it will take you to get there.

Time is in the present view, clearly of the assistance and the game is played normally, with a detailed weather accounting for a minute in *LandBreath*.

The attentional details sequences are a great bit. The problems and lights before you have to start off the game (interactions) are simple, relevant and well presented. The above view (which when you are fighting the ants) is more on the run and have a direct bearing on the outcome of the game. Whether the town can be saved at all the time (the name of the residents are a little relevant) and the *Chicken* (which game is more open to debate).

However, but in any of the games and you find yourself in a hot and sentenced to any number of days of a day in *LandBreath*. Attempted escape for us too to have later leads into a battle. The game starts when you try to evade the leaders, spring out and make it to the main entrance. Finding sampled scenes

of that's been chosen to make the game a game *LandBreath*!

Taken as a whole, *Game From the Desert* is a game from Cinemaware — with special music going to an atmospheric soundtrack — and only



Great Ant (left), Sheriff (right)

One also expects previous efforts are certain to enjoy the day.

But the fact that it's a 1.1 Mhz only game and in many ways the simplicity itself — show that the company has probably reached the main level of what can be achieved using its present design philosophy and technology. Never satisfied with second best, it's interesting to see what way they go next.

— John Cook

## RELEASE BOX

STAR BIT	£14.95	MSRP
AMIGA	£14.95	MSRP
IBM PC	£14.95	MSRP

## AMIGA VERSION

Game From the Desert is available on Amiga 500 and Amiga 600. It requires 1 MB of RAM and a hard drive.

GRAPHICS	0	IN FACT	0
SCORE	0	PER FACTOR	0

## AGE RATING 000

## PREDICTED INTEREST CURVE



0 10 20 30 40 50 60 70 80 90 100

Infinitely able to show the recipients, and through variety of gameplay to keep you going for a while more time.

# GHOSTBUSTERS

Four years after the block-busting success of GB1 and David Crane's funky computer adaptation, ACTIVISION serves christmas spirit with its turkey...

**SNORTING** ghosts and the end of parades — an actor James Belushi said his it is, reinforced unfortunately enough to find out. It not only cost him his life but a leading role in one of the hottest grossing comedies of all time.

A staggering box-office revenue of \$270 million has inevitably spawned numerous imitations, including two feature cartoon series: *The Real Ghostbusters* and *Ghost! And The Real Ghostbusters* also spawned parodies — such as action figure kits for the village.

A film sequel was inevitable, but it almost didn't happen. Fortunately the original crew got back together and as a result *Ghostbusters II* was able to pick up the story four years after the team battled the demonic geyser that was, fortunately, Slimey's favorite. Lodge-patronized films, unlike the first — and when *Revenge* has a single rather obvious strength being happening to her lady, who's she gonna call?

The reunited Ghostbusters find themselves doing battle with a new set of alien (and gone) in response to peculiar negative emotions being under New York and threatening to engulf the city. The alien's destination is traced to an Art Gallery in the center of the city and as it is in an ancient and mysterious painting of an evil entity called *14887 Viga*.

Activision's computer recreation of the original film has inevitably sold in excess of 2,000,000 units, which must please its designers. The non-legendaries David Crane (who was also responsible for finding those *14887 Computer People*) the task of converting the sequel however was carried out by Fairfield the scribe: Sterling Sposer and the canvas sons of Time Scissors.

But whereas Mr Crane chose to update the general Ghostbusting theme at the film as updated to trace specific horrors like the Mandelbrot Man, Fairfield has chosen to update specific aspects of the film — three key scenes, interspersed with other moments of a plot emerging from the film.

A sampled scene of the original Ghost-busters theme and a real introductory sequence create a familiar atmosphere before the game proper begins. The first section sees a Ghostbuster (usually Sam, played by voice) dressed like this in the film, being lowered down a shaft. Goodies attack from a distance in the film they attack and Dan checks them with his weapon while swinging from side to side — but this lets us to collect three pieces of a totem which is used to collect a sample of slime from the rear below (oh, Dan did have

to collect some slime in the film, but he was already armed with the totem).

Fast forwarding through the best part of the movie, Section Two lets you a control of the *Slime Of Liberty* and a crowd of naive New Yorkers. The idea is to guide her along the horizontal road, shooting oncoming ghosts with her totem. The crowd is used to collect the ectoplasm released by dead or ghosts while looking after ghosts or the floor. When the totem and ghosts come from a square's point.

The final section sees the 'busters' under the Art Gallery in a confrontation with the evil 'Viga'. Having carefully lowered the four Ghostbusters down a rope into the gallery (but not too far or they die) your first objective is to dispose of Jesus Viga's mortal enemy and rescue the lady to prevent Viga's power being boosted. But then Viga steps out of the painting and re-embodies with the lady (which he should have the ability to do) the atmosphere and you get to see the game.

Control of each Ghostbuster is transferred via a separate screen complete with digital readouts. A hand in the controls sets one of them armed with proton guns and two with slime guns. Jesus has to be shot with the slime and the lady slips out of control once the lady is recovered with the proton.

Apart from the skills and explanatory aid, a digitized picture of Viga is shown following the initial failure and Jesus is heard to say "You are like the fucking of his to totem".

And that's your lot. Don't even bothering



but but these three scenes take up three to go into a staggering 100% in the film and it's a case of instant death and you turn off. *Really* Ghostbusters II looks like to be one of the biggest turkeys you are likely to see this Christmas. If fails to succeed both as a film creation and as a game in its own right, interestingly enough the film was originally going to be called *The Last Of The Ghost-busters*. After this I hope it is.

By Ian Heward

## RELEASE BOX

ARCAD	12/1988	AMIGA/ST
BT	12/1988	CD-ROM
IBM PC	12/1988	MANUAL
MSX	12/1988	MANUAL
MSX	12/1988 12/1988	MANUAL
SHARP	12/1988 12/1988	MANUAL

## PREDICTED INTEREST CURVE



Wow... But Viga appears at its best, for the film's subject — the community's changes and its a best entertainment.

## BT, AMIGA VERSIONS

Have you had a chance to try the Amiga version? Well, I found a nice surprise in the BT version. The Ghostbusters theme (with Viga) contains multiple sound effects of the various 'ghosts' but only a glimpse of the first screen. Just that it's the graphics, other than the introduction's introduction (see page 10) 'Track 1'.

UNRATED 7 IN FACTOR 8  
AFTER 10 IN FACTOR 8

AGE RATING 881



# NEVERMIND



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Screenshots taken from the Amiga and PC versions.

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# GALAXY FORCE

ACTIVISION convert Sega's eight-legged arcade monster.

**GALAXY** Force was a con-cept for the sex-rod-porn and laser-downward-arcade. An eight-legged monster with a hydraulic seat, massive screen, and speakers tucked into every hole and crack, it was a monster—even by Sega's pie-in-the-sky standards.

As is often the case, the deluxe hydraulic version was suffering of a loss of scale for the larger number of samples that were to follow. Unfortunately for Sega, the game just didn't seem the same without your seat being jerked back as the ship zoomed forward. After one short summer season, Galaxy Force—the zenith of left-of-the-main hydraulic arcade entertainment, fell just about forgotten.

Movable Activision boss Rod Grosse announced that, instead of a grand gathering at the London International Hotel that his company had signed the rights and would be converting up if for some year in December 89, it few months' development—4 slots? Was the world unpredictable?

The results of this conversion are also far from what most people who have played the coin-op would regard as being a game of Galaxy Force. There has to be a part where the experience of playing the home version is so different to the experience of the coin-op that it is reasonable to put the question as to why the same thing at all—and if not—a bit different for that they carry the same name?

The control feel awfully fast oriented and colorful graphics with a space that for you to control that could slow down, speed up and fire through about 360 degrees. The 3D version slow this bloody graphics.

along a very limited color palette and does not fly through 360 degrees or trying remaining it.

The two levels are selected by pushing the joystick to the right (changing into one a certain view of the terrain on each level). They vary from aerial combat to caverns, tunnels and close space. Apart from (losing anything that is locked into by your computerized creature your aim is also to penetrate the enemy fortress and destroy them.)

Each of the five levels play very much like the last one. There are power-ups, but these offer little distinguishable difference to your ship's speed, strength and energy. Bonuses are registered in your control panel as a digital display of the time left to complete your mission.

About the last part of the game is when you are made the fortress and have to using right and left to avoid crashing into the walls, but this too is lit down by your control of the ship and the mobility in certain situations to right your position should you collide with a wall.

What Sega's Force felt is down to a very



800,000 space really shouldn't be so bloody on this.

substantive 3D shooter as with superb graphics and sound. The coin-op used frames on the capability of the graphic wonder that could be created by its four 32-bit processors and 16-bit sound processor. The game design was never much to write home about—and without the all-origins, all-during (outer) table hydraulic cabinet it, and end the date.

■ Eugene Levy

## RELEASE BOX

TARGET	DATE	CATEGORY
ARCADE	Q4 1988	SHOOTER
AMIGA	Q4 1988	SHOOTER
CD-ROM	Q4 1989/1990	SHOOTER
SPDS	Q4 1989/1990	SHOOTER
ANS	Q4 1989/1990	SHOOTER

## BY VERSION

Details: see the developer's notes. Also, see the name of 3D values for a 1989. Galaxy Force is one of the greatest all-time. The 3D version, yet also considering it, is 1989, and Galaxy Force 1990, however.

GRAPHICS	4	10	FACTOR	0
AUDIO	4	100	FACTOR	0
<b>ACE RATING 300</b>				

## PREDICTED INTEREST CURVE



The reality is the great tradition of space exploration. Galaxy Force falls in between from the start and never recovers.



**ANYBODY** remember Paul Shirley? Well, if your game-playing hobby doesn't go back beyond a couple of years, it's a good bet you don't. But if you're a seasoned gamer, you'll most likely be into "The Paul Shirley" as young Paul was the man behind *Quartz*, an amazing clone of Atari's *Star Wars*, and one of the first all-time computer classics which really never made it to the shelves.

Now, after a two-year absence, Paul has returned with *Quartz*, another brilliant clone—but this time he's not drawn inspiration from any one game, but from every shoot-'em-up ever written! *Quartz* takes you inside a huge crystal with the simple objective of escaping—*AAA*.

Anybody who knows anything about physics will tell you that a crystal is composed of many different layers, and it's these layers that form the basic layout of the game. The



# QUARTZ

synopsis of the entire game is the *Lattice*, an eight-way scrolling sheet we slip up and in the gaps of the crystal and based on the *Arkanoid* sets theory. Though the asteroids are reduced by colored *Neutrons* that float around the *Lattice*, shooting the *Neutrons* breaks them up into smaller *Quartz* which in turn become collectible *Neutrons* when shot. Collect the correct amount of each color *Neutron* and they can be traded in for a powerup and this is where the action starts.

Your ship is equipped with three really unique skills (accessible to all when weapons are placed when purchased). The system allows any combination of the ten weapons to be fitted 300—depending on your playing style—you could have three *Chameleon*, an *Orangutan*, a *Scorpi* and a *Flame* or anything you like. The function keys switch the weapons in and out, allowing you to switch over to the correct weapon for the next 300.

#### RELEASE BOX

AMIGA	CD ROM	OUT NOW
BT	CD ROM	OUT NOW

#### AMIGA VERSION

It's basically a 2-D shoot 'em up that's basically a clone of the *Arkanoid* set, but it's an excellent sequel with added speed, but by no means the best 2-D game. It's a great classical style that doesn't cost as much as you'd think.

GRAPHICS	B	BT FASTER	A
SOUND	B	BT FASTER	B

AGE RATING 905

The man behind *Spindizzy* returns with a stunning shoot-'em-up for FIREBIRD.

After a decade or so of blasting and collecting, you are dragged off course into one of the four other layers of the crystal. The Atomic Zone is the classic left-right scrolling shoot-'em-up with a number of neat twists (including some of them, for example, similar to those in *Super Mario Brothers*) and *The Platform*, an out-of-control bubble that must be destroyed one wall at a time.

The *Void* scrolls from top-to-bottom, featuring special items, but the variety of items are accompanied by features that come OUT of the screen at last. *Galaxy Force* style, get obstacles and so even tougher enemies. The *Lar* scrolls from right-to-left and plays like a massive escape of the Atomic Zone, but is much tougher due to the slowly firing fields and electric storms. Finally, there is the *Optical Zone*, a classic bottom-to-top vertical scroller in the Atomic field where everything has an *Arkanoid* slant, they feel—look out for the pulsating level at the end!

When one of the sections is completed, it's back to another *Quartz* level, scrolling with speed as well as realism. And so it goes on.



#### BT VERSION

The graphics are the classic straight shoot-'em-up, but moving, heavy and anything you do or do not have about the *Crystal* level. It's huge.

GRAPHICS	B	BT FASTER	A
SOUND	B	BT FASTER	B

AGE RATING 905

*Quartz* is sheer brilliance—actually fun like it was expected. Each of the five separate levels is a respectable game in its own right, but bundled together they make an awesome combination. It's tough, but not so tough as to be frustrating or off-putting. Absolutely it's a

deal with Rob Stevenson's superb graphics and some of the best soundtracks heard on the BT and Amiga to date. *Quartz* is an amazing game nobody needs *Arkanoid* in the shoot-'em-up market.

■ Gary Mills

ACE  
RATED  
905

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# AFTER THE WAR

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**DYNAMIX**

AMIGA, ATARI ST 2/11/93

SPECTRUM, AMSTRAD, C64/MSX 1/14/93

SPECTRUM, AMSTRAD, C64, CINEPTM 2/1/93

105



# DRAKKHEN

RPG Français from Info-  
games ...

**OF** late, the French have started crossing a more than serious trend to the British software market. With the excellent *Fable Wars* being the star over Christmas and now *Drakkhen*, it looks like 1993 is going to be a busy year for the Gallic software tycoons.

*Drakkhen* is a classic role play set in your typical non-themed fantasy world bringing together four adventures to thrust you yet another horde of evil demons. As with most RPG's you have to create your own band from scratch, but you cannot avoid the duty to change a character's statistics, so it's quite easy to have a varied party. With a choice of fighter, scout, mage/priest or priest you can play the field and have an immense number of abilities at your disposal.

All commands are issued via the mouse and the return key, thus through a pleasantly simple operating system. When the group travels across the land they move as a unit. Pressing return leads the party into the four members. From there you can send each one on a separate task.

The only problem with moving the group to a character to a different location is the time factor. First you select where you want

them to go, then at the back end wait for them to get there taking all of half a minute at least.

Manipulating all screen objects is achieved by moving the cursor over them then clicking the left button, similar to the system in the *Samurai* games. There is also a list of command words which are occasionally used in individual characters in selected, including a useful search facility.

Interactions between computer-controlled characters and your team is fairly but effective. Rather than the choice of another open being, or expressing them. Most of the time any of these will either a useful reaction, though in the old versions they will attack.

Combat is also executed in a simple, effective manner. Simply click the pointer on the enemies you wish to meet and the character nearest will strike a blow. Naturally you can expect some fancy animations. Spells can be used by the magician and priest and are operated in much the same way as the combat



and a spell and click where you want to activate it.

As RPG's go *Drakkhen* is a fine game, though perhaps lacking the depth that makes a classic game. But on the whole a fun, lasting fantasy past.

Mark Palfrey

## RELEASE BOX

AFRO DT CD ROM CUT W/O

ARMA CD ROM IMPRINT

Multiple versions planned

## BY VERSION

The most fun in the genre. Combined with the smooth command system the game flows very smoothly. The graphics are excellent, but needs a few more surprises later on in the game. A worth while RPG.

GRAPHICS 5 3D FACTOR 7

ACTION 8.5 FUN FACTOR 8.5

AGE RATING 130

## PREDICTED INTEREST CURVE



Good fun to get into and a pleasure to be involved with. With 90 minutes to spare, but at the end the action seems intense.



The four adventures (seen in the status panels) to the side of the screen begin to explore an ancient building. As you can see, *Drakkhen's* graphics are extremely impressive.

# Austerlitz

COMING SOON ON ATARI ST, AMIGA & PC



*Get ready to experience the  
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The date is the 2nd December 1805. The place is a few miles east of Brno in the province of Moravia. Napoleon leads the brave French legions on the banks of the Austro-Russian river. Facing them, between Sauer Hill and the River Raxen is Napoleon's Grand Army. The greater battle was to be fought by France's L'Arche Compeul, it should be begun.

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Play AUSTERLITZ, and take up the challenge that gives you the chance to rewrite the history books!



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# THE CYCLES

ACCOLADE put the PC on two wheels and give you 15 tracks to choose from.

**EXACTLY** what kind of biker character you'd get if you fused a streetracer (see left) with the average PC user must stretch even the most vast of imaginations. I can imagine the same man:

Dressed in full (R&B) reg.—with leather—in a spandex-like machine. Spectacularly situated on the paved chair, he slides off the seatless, a rather fast cover (MSB) floats and powers up the instantaneous (Stonewall) reactions (45 MHz) till well on 80 Mhz hard disc.

The internal drive greets into life in the whole lot surge power into the customized motor. As the C program bursts onto the screen he sends the mouse pulsating across the desk into a full blown wheels and taking the first stable click blindingly fast, brings up...well...The Cycles probably.

Published by US: from Accolade programmed by the Canadian side at GB. The Cycles is very much a transatlantic product aimed at the recreational PC user and attempts to capture the thrill, spills, risks, and chills of conventional Grand Prix motor cycle racing but it's missing a lot of comprehension.

As you learn to expect from US software, there are letters a plenty before you even get into the terminal. Toss a guideline by a simple race on up to the big time—a full season of 15 races, each race a different track. Choose a difficulty level—there are five in all from easy-peasy auto gear changes, instant spares bike and top speed, progression to full manual full motion on a track (at Hills Angels).

Choose name, number of laps per race then go on to choose your weapon—(250cc, 300cc or the big motor 500cc) using brand. Four cylinders, six gears. (Although of full week (April 5) on it is the race itself.

Selecting one track from 15 international venues (the first track is Donington Park and Silverstone—both you find your own in a class set over the hardware) isn't rather than the behind the bike view of my hand. Or or words (if) first thing—you take one lap to qualify for a place on the grid (visual).

Using graphics or keyboard the controls are simple enough—brake,throttle,braking

change up or change down—and gear responsive. Particularly good level for handling and physics (even in a full you substitute your skill before the race.

Zooming off the grid at high speed for the higher difficulty the levels results in sometimes in wheelies you have the track is planned and from a no danger that it's fun. Keep into a turn does not let the motor— that stays level the whole time—but the hardware, you in and the r/gts clutch hand increases when you change gear.

Another great touch is the way that track profiles have been handled with quite realistic dips and hills. In contrast— certainly the best I've ever seen in a PC to date.

Press the lap, get a good position and the real three starts— against more other opponents. Some three grids down but not all seem to get in the way but when you're either they didn't. All exits involving are probable.

The whole game is undoubtedly a good left and if you want to take on a whole season the program even allows you to save positions and come back to complete the mission another time. But still, the Cycles has managed to make you forget your best that you are over doing anything other than playing a computer game? Unfortunately not.

Finally, it's the hardware limitations of the PC. Most of us will have to put up with Spectrum-standard sound although there's with Turbo sound or Ad Lib sounds will do much better. The graphics can't be to blame— VGA is fine and CGA is well adequate.

Summary: The Cycles still comes well into the category of quality product and in long in your expectations are not aimed also will not disappoint if you're looking for a fun race game with enough options to make sure you're playing it for more than the customary couple of weeks. But another reason to consider buying a soundboard, too?

John Cook



Zooming up to the finish (with most of the other competitors ahead of you unfortunately) to glimpse GB on the PC.

RELEASE BOX		
AGE 13	CD ROM	MANUAL
PRICE	CD ROM	MANUAL
IBM PC	CD ROM	OPTIONAL

PC VERSION	
Minimum	286, 1MB RAM, VGA
Recommended	386, 2MB RAM, VGA

GRAPHICS	1. FACTOR 2
386	5. FACTOR 7
ACE RATING 773	



Great fun to get into, and a pleasure to be mastered after you've had the pleasure to defeat, but in this and the review team selected.

# In 1989 the Wall cracked... ...in 1948 a nation cracked.



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EAST OF WEST BERLIN 1948



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# SNARE

THALAMUS ensnare late night game addicts with their newest puzzler

**QUEDEX** remember that? Well, this is your 1984 counterpart who snare puzzle type games you probably won't. The idea behind the game itself incidentally earned an ACE rating of 834 in our very first issue was that you controlled a ball riding across a series of planes. The aim was to visit each plane in the quickest possible time, but in order to do this you had to solve very tricky problems first! The resulting game was addictive enough to keep even the most committed person playing all night.

Thalamus latest puzzle, *Snare*, is very much in the same vein. This time, rather than a ball, you control a small apparatus which glides over a platform using the joystick you can control the craft's speed and direction, as well as making it fire and jump. There's a lot to configure at first because the whole screen suddenly flies through 90° until you become accustomed to this it can be very disorientating, especially if you make several turns in quick succession. Typically you think nothing of it, but it is still quite confusing watching somebody else play.

Mastering jumping is absolutely essential, because there are many occasions on which you have to land a figure between platforms. It's not just a case of moving to the edge of the platform and leaping either. You have to carefully gauge your speed on the approach. Get it too slow and you won't make the distance and consequently end up plummeting to a very noisy and abrupt (but speedy and painful) probably overcast and crash into a well lit multi-layered platform.

Again the idea behind the game is to beat the computer that allows you to visit each level. Obviously a level will be divided into several sections, each of which is listed by a further alphanumeric code.

Solving each level is not quite as simple as

going about until you find the exit however. Firstly each level is divided up into corridors by walls. In one of these and you've a game! Secondly there are a number of special bits strategically placed on each level. Each of these has a different effect on your craft if you pass over them. The effects vary from minor inconveniences like preventing you from turning to obstacles limiting you falling forward at full speed (usually a nearby wall for assistance).

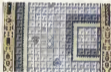
Each of the different types of tile is colour coded, but it is not too easy to keep which ones when. This is the one slight gripe I have — it would have been better if each tile had a completely different design rather than just being a different colour. The pattern is not enough to spoil the game however.

Another problem you have to face on the open steps which passed each level. These have to set routes rather than attacking you directly. Contact, however, is not deadly. It will do you no good whatsoever to simply shoot every alien step you come across (some of them are indestructible anyway). Many of them are essential to the completion of the level. In some cases you must visit them the way by building your walls to shoot the enemy step to lay new tiles for you.

There are also switches which affect some part of the platform you are currently on. Unlike bullets they can also be activated by the alien. It is most distressing when you are about to cross a bridge which has been erected by throwing a switch, to find it suddenly disappear because earlier you visited the alien step. Hasn't your own the same switch?

The first four levels of *Snare* are not that long, but you will soon find that quite a bit of lateral thinking is required if you are to progress. The arcade style meant should not be quickly forgotten either. At times you need a pretty sophisticated technique to overcome some of the demands. Obviously the program designer has got in your way.

If you think the games, find more too.



At least it's transparent, but watch out for the alien craft.

much thinking that I can't really recommend this to you. On the other hand, if like me you enjoy putting the odd grey matter into play from time to time then this is just your cup of tea. Go ahead and try it — you'll find it frustrating, but I guarantee you'll be back here and time again until you complete it.

Laurence Bentley

## RELEASE BOX

CODES:  The Code,  NEW

No other versions planned.

## CGA VERSION

The graphics are really not all that hot, in fact if you go far to try this one, however, there are some low level improvements which do improve the game as well as the usual by the technology. The sound is generally good and not too annoying. Important other points being: it's back in your hand. On the whole *Snare* on the ACE is an enjoyable and very solid game.

GRAPHICS: 5 C. PARTIAL 5

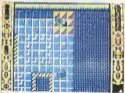
AUDIO: 7 FINE PARTIAL 5

ACE RATING: 835

## PREDICTED INTEREST CURVE



It will probably have most appeal once you've solved it, but it's worth a try if you are willing to go back to it again.



The walls in the newer levels are a useful bridge. The alien beams hit off again.

# CLOWN-O-MANIA

STARBYTE clown about with manic 3D platform fun

**MATTHEW** Smith's well-known and recent debut title *Blair* was one of those rare games in which simplicity was the key to success. It featured small but cute sprites in an unworldly semi- and cross-dimensional two-dimensional play space. If I don't readily recall the recipe for its roaring game sales?

The game was a relatively modest flight simulator and economic simulator. It set a precedent for games to come and—bordered with what classic titles like *Super Mario* and *Pac-Man*—helped establish the guidelines that kept successful graphics magazines at a decent sound, and highly complicated gameplay are not prerequisites of a great game.

Top marks therefore to Starbyte for rejecting game trends towards high-impact scenarios and producing a game which has many of the qualities of classic *Blair* and combines them with another great classic in the same vein—*Pac-Man*—bringing both concepts up to date.

In *Clown-O-Mania* you play *Beppo*, a circus clown (the day he discovers a map showing the way to a land of many crystals, and decides to give up clowning for ever to go in search of them). *Beppo*, etc.

The actual level *Beppo* finds is made up of a series of three-dimensional platforms on which are an eye-sized round crystal (worth a merely 1 point each) and four cubic crystal crystals (worth a handsome 10 points each). These *Beppo* must collect in a Pac-Man style as quickly as possible. There are also some bonuses of varying shape, colour, and usefulness to be collected.

Movement is achieved using the joystick (which actually takes a little getting used to because of the angle of the platform). To get between levels *Beppo* must see five yellow balloons. Occasionally there are tunnels which he can fall into to obtain to a much lower platform. Translators and fiducials often can be used to reach higher ones. The only other means of transport over large distances are balloons. There are five square support poles which can move often but not prior to be extremely frustrating.

Just as soon you think that you are getting into it is (again) up 3D Pac-Man (which I ought to say at this juncture that there is plenty of thinking involved as well) a variety of later levels. The example you will discover signals which change colour as you walk over them. If you manage to complete the level leaving all of the squares the same colour you will earn a massive 10,000 point bonus. That's not so easy as it sounds, as the levels become faster you will frequently find that you can't yourself into a corner as it were, and have to undo all your careful work to get your self out again.



*Clown-O-Mania* reestablishing the art of the simple game?

As if colouring requires wasn't enough you will also have to master the art of gymnastics. These come in two forms. The gymnasts, when dropped, become obstacles which present the movement of any bodies that try to cross them, so you can use them to make mountains, or, in other gymnasts, on the other hand will destroy any creature that come into contact with them.

There are many guidelines to be had to help you on your way. *Clown-O-Mania* will give you extra lives. *Beppo* (which can be collected and fired at the enemies, and *Beppo* can be refilled and also gives you to level over game. The last two shoot round the screen at a rapid rate so collecting them is not halfway.

Once you get further into *Clown-O-Mania* you will also begin to encounter other enemies big but not like ordinary ones, including the old school under items, all of which must be taken into account as you plan your completion of each level. You will find that you walk through the first few levels quite easily but don't worry—there are plenty of them and they get tricky very quickly.

If you enjoy puzzles combined with fast action then *Clown-O-Mania* is most certainly recommended. It's very easy to get into but should still provide a long-lasting challenge. Smooth multi-dimensional scrolling, colorful, well-animated games and pleasant background music all go to make up a very polished and entertaining game.

By Laurence Sootie

## AMIGA VERSION

All they can point to is the game. It's really amazing. Don't let the title fool you. *Clown-O-Mania* is made of a lot of little things and each of them is the best thing you'll see in a game of this kind.

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It's a classic 16-bit fantasy action-adventure game that's been reworked into a modern, high-resolution format. Prince is a knight on a quest to rescue a princess from a dragon. The game is set in a medieval world with a rich, detailed environment. It features a variety of enemies, including dragons, goblins, and knights. The game is a single-player experience with a high level of difficulty. It's a great game for fans of the genre and for those looking for a challenge.

ATARI ST - \$49.95 AMIGA - IBM PC - \$29.95

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 Michael Jackson's Moonwalker is a unique and exciting action-adventure game. It's the only game to feature the King of Pop himself. In this game, you'll follow Michael as he battles a host of evil forces in a quest to save the world. The game features a variety of levels, including a visit to the moon. It's a must-have for any fan of Michael Jackson.



**ROAD RUNNER**  
 Road Runner is a fast-paced action game where you control the Road Runner as he races through a variety of levels. You'll need to use your speed and agility to avoid obstacles and defeat the Wile E. Coyote. It's a fun and challenging game that's perfect for anyone who loves a good race.



**THE GREAT ESCAPE**  
 The Great Escape is a classic adventure game where you control a group of prisoners trying to escape from a high-security prison. The game is filled with puzzles, traps, and a variety of enemies. It's a challenging and rewarding game that's a must-have for any adventure game fan.



**THE SIMPSONS: BART VS. THE WORLD**  
 Bart Simpson is back in action in this exciting game. You'll control Bart as he battles a variety of enemies and solves puzzles. The game is filled with humor and is a must-have for any fan of The Simpsons.

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# Midwinter

It's nearly two years since Mike Singleton launched Lords of Midnight upon an astonished gaming world. The program offered a whole new dimension of game-world experience by...entering strategy with the revolutionary "Land Strategy" technique. 350-000 hours of AI-type characters to recruit and thousands of prebuilt scenarios made it a true record-breaking...laterally...rate of sales. After games only I went on to the success of LOM. Although Civilization's Revenge and other titles were impressive, they lacked the magic combination of simplicity, interactive speed, and strategic interest that made LOM a winner. The long wait for a true successor to Lords of Midnight may now be over.

The success for Midwinter is people feel something. Just as the world gets used to global warming and a cooling around for a solution to the problems of the rising sea-levels, along comes a massive meteorite that blasts into the jungles of Gaea with the force of a 10000 megaton bomb. Oats and daisies are hurled into the atmosphere, dusting off the sun's rays and leading to a rapid cooling of the earth's temperature. And if that wasn't bad enough, a volcanic eruption erupts (just one eruption caused by an earthquake in Central America) completely the station. Earth temperatures plummet to 25 degrees and Midwinter has hit its end.

One of the first attractions of this game is the detailed research that has been put into the scenario. It may sound trivial, but every scenario has been carefully vetted by experts at the Climate Research Unit of the University of East Anglia, one of the world's main sources of expertise in this subject. We know all of the scientific you try to avoid, the result is a cold chunk of reality set out the hollow ring of fiction. Which makes playing the game far more compelling.

Set on the shores of Midwinter, the plot is simple but effective. Midwinter is a 400-mile long landmass formed by being smashed substantially in the Kewtoni age. The possibility of the island was laid after the same design team checked out Adventure charts for the Azores archipelago.

In the new for Age Midwinter offers salvation for a small group of survivors who by maintaining their wares faithfully as go, the doctors have taken from various establishments in England, have created a more hospitable environment. After a generation of successful colonization, the survivors aware one morning, to it's cover they have but contact with their colleagues in the southernmost parts of Midwinter. Survivors it seems, is silent on leaving their island sanctuary and is doing so, condensing them to death from cold and starvation.

## COLD WAR

The scenario of the game from this point on (entirely strategy and action) is a scenario very similar to Lords of Midnight. And as in that game, you work attempting to halt the advance of Deschanda's forces, either by destroying them or by preventing Deschanda's stronghold, so in Midwinter you must prevent the head

2000 troops,  
32 player characters,  
100000 control points—  
Microprose/Realtime  
prepare to launch Mike  
Singleton's latest  
blockbuster



The Midwinter team, Big Martin Mark, Paul Robinson, Mike Fleming, Peter Jones, Hugh Balfour, and Mike Singleton.

man from falling into enemy hands, avoid them, then amongst the other elements, and forms either a military or strategic victory. Whatever happens, you have to draw the enemy camp at the south of the island. If all the features are captured you lose.

The scenarios in Lords of Midnight however, are seen together when you start playing. Unlike LOM you have a 100000 (30 factor) generated landscape to travel over. Furthermore there are three different ways of traveling (air, sea, or land) and each has certain tactical implications. In terms of speed, vulnerability and the ability to extend certain parts of the island.

Strategy is more diverse in Midwinter too, since the program offers very comprehensive moving functions that enable you to track enemy movements and generate battle plans at a large scale. Information on the current status of the struggle is likewise easily available at any time.

You have to work up to 32 sites at the struggle spread the resources. Here again there have been considerable advances over the early August 1984. Each character has a complex profile and history that makes relationships vital in maintaining stability. This all adds to the strategic elements, together with your characters' differing skills is a wide range of units.

The tactical display of the game is superb. Midwinter users clever use of a broad palette to display a detailed tactical landscape that could vary nearly in all directions. Land contours are all intricately repre-

## ON YER SNOW BINE!

There are four principal means of transport in Midwinter, each with a corresponding role in the snow-cloaking landscape.



▲ Your abeyance...



▲ This is the view from your snow bane. Imagine you feel and see this, but there are some players they can't see. Much used by the specialists.

senting in 3D. The way to travel, always provided you can find a snow bane. Snow bane can be used to travel the whole of the island.





created. As long as you follow an enemy crew, Sully you can see its tail end and tail as it registers the eye shape. Be too fast about one hit and you could come to grief if there's a strong gale up the other side of the valley. Topography plays an essential role in the strategy of the game, its implications ranging from simple ambush tactics to the feasibility of long gliding from one valley to another. As the storms are added, as it was due to the three below.

Geometry is tucked and snug down by a selection of attraction points that enable you to move between various appointed nodes. Once in control of a glider you can proceed when we draw either from the movement or division screen. You can swap characters at any time, wherever they may be, provided you have previously recruited them—you will not see and need make friends quickly to survive. The game has that classic combination of simplicity and depth that could well make it a winner.

#### GAME OF THE YEAR

Microprose took pains through several more changes recently. After first acquiring the three Talonsoft titles, and acquiring the Interplay group, they then started to bring two new labels of their own, Mirosoft and Microtech. After having a few tough lessons, the company has now pulled them and are planning a new Advanced Computer Entertainment strategy. Fewer games, more time and money spent on development, and hopefully what we'll miss in terms of quality will be made up by quality.

Since release the full Tark Patton and Gandy were actually playable achievements, it's difficult to see exactly how much more resources Microprose

## MAPPA MUNDI

The map screens in *Mohandis* are especially impressive. The display is built around a 2D million triangle, fractal generated landscape. A real-time general simulation you control different elements, simulating resources, local relations, and other game elements.



▶ Here you see an oil well processed, with the character movement location option selected.



▶ The day view is set and the function to select different features.

## MONSTER TECHNO-PORN

**Map** 256 display resolution (with 3-bit color), shading and topographical; 10000 control points; fractal generated—equivalent to 400000 in data; 20 million triangles of graphic display; 3000 unique place names; 400 miles of playing area at game level.

**Characters** 32 player characters; 14 attributes and skills; 2000 moving troops.

**Display** Up to two mile view; Up to 400 triangles per frame; Building a town up to 30 times.



▶ You can select flight routes, shading, etc., useful for planning tactical manoeuvres.



▶ There is the real world, some of the features are really complex, there you can estimate a village that is a town-like on the left.



▶ Complex character statistics screens are linked on the comprehensive details in the statistics. You have to select several stats of who a user edit what their particular items and abilities are on these features affect recruitment and fees.



▶ This is the view through your image screen. You're not an enemy image in your sight. They look up and down, combining, to in they interpret the terrain.

and out into a game disk, for example had a manual that weighed in like a coffee table book, and cost more a profit. We're relying entirely on the quality of the product, instead marketing director Peter Jones. The game is far and away the biggest project we have ever undertaken. It's equally the largest project ever undertaken for a home computer. We genuinely believe it's the beginning of a whole new generation of computer software.

From the sea board game of the before us there, but however, sceptical you may be about the claims, you can't argue with the facts. We've already cut down and drilled into the world of Mohandis and we reckon it just might be THE big game of 1990. Naturally when assuming that judgement, we've covered but more in depth play-testing, which will be the definitive ACE product next month.

# THE MISSION IS VITAL – THE ODDS ARE AGAINST YOU.

## F-15 Strike Eagle II

F-15 Strike Eagle II is a whole new breed of battlespace warrior. Dogfighting is the name of the game. This air warrior will enemy aircraft. Do it with skill or you'll get a one-way mission. Learn the art of the kill. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards.



## F-19 Stealth Fighter

MicroProse's F-19 Stealth Fighter is a whole new breed of battlespace warrior. Dogfighting is the name of the game. This air warrior will enemy aircraft. Do it with skill or you'll get a one-way mission. Learn the art of the kill. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards.



Gunship

MicroProse's Gunship is a whole new breed of battlespace warrior. Dogfighting is the name of the game. This air warrior will enemy aircraft. Do it with skill or you'll get a one-way mission. Learn the art of the kill. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards. You'll get a 3000 square miles of strategic terrain. Superb visuals. Most jets purchased 50 graphics cards.

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Logotron Entertainment

# KEEP THE THIEF



**E**very adventure worth its in-fernal makes good use of the TASC or CBT command set that the Thief puts a rather different slant on the interactive genre. Rather than allow you to wander round the world blindly taking steps and fouses with the owners simply turning a blind eye, the game takes a rather more realistic view of theft. Get caught TAKING anything in the city of Tel Arbonne and its environs.

You take the role here as a permanent thief from your home town for personal anti-social behavior: "for new business ground in the Tin-Clay area and the city of Tel Arbonne" a particular refers since the real Goodfing Thief held easy. Here rich pickings are an offer for the successful thief but that has to be to learn a order to survive. It's plain because the new Goodfing which is your ultimate objective. Since success has it that the all-powerful Teller—blessed by powerful magic—is still also somewhere in the land, it's questionable whether the objective is entirely level-headed.

Starting in the jungle near the city you first necessarily do to equip yourself with weapons and armor to give you a fighting chance of survival. Unfortunately such items are expensive so you'll either have to steal them from under the nose of the watch or look around for vendors who are less well guarded elsewhere.

The streets of Tel Arbonne contain some pretty wealthy households who often have valuable items in full view and apparently unguarded. However, some citizens are rather less trusting than their fellows and use a variety of subtle traps to protect their goods from the likes of you. Armed guards on patrol are a far less hazard, so you might try your luck in the public market, where the pickings are not so

rich but the merchants and officers there generally carry some personal wealth and will, occasionally, useful items of weaponry and armor.

The screen display is divided into several sections. The top half shows either a 2D graphic of your location, a 3D representation of the combat area, your spell menu, skills and ingredients and a direction indicator.

During combat an overhead view of the combat area is shown as a small scale map supported by a radar like display of your direction of view. Below this is a long narrow panel in which any traps or monsters are shown in 3D perspective.

Below the main display is the heart of the control system: a set of boxes clear currently available command words. Clicking on these either implements the command or calls up a further submenu. The system is very easy to use and quick to learn.

In addition to some very interesting functions are available on the menu bar including options to reduce the number and reas-



sets of random monster encounters. Very useful while hiding your face. Several status displays are also available from the menu. Your status in clothing and carrying traps are shown as both percentages and partially filled bars, so are general attributes such as strength, hit points and magic points. You can also monitor current levels of strenuous, hunger and drunkenness. All the dodos are clear and easy to read and instantly accessible at any time.

All good fantasy worlds cater for magic and this is no exception. Spells are created by

it's a steal!  
**ELECTRONIC ARTS** have come up with a novel adventure, featuring RPG influences, a menu-driven operating system, and a sense of humour.

mixing ingredients to your spell cloth also include such items as Bandit Masks for hiding and Pickus Socks for light. To the spells you need to own the appropriate equipment of which there are several to find them deeper the cryptic clues point to decide which requires are needed. While many common requests are available at the herb shop more exotic items can require a long and dangerous hike to acquire.

Combat takes place in real time and requires both tactics and fast reactions at times. Both magical and class quarter weapons can be used as they come up if already prepared. But be warned: once in combat the bar is to the death usually goes, so save often as artifacts are frequent.

Keep the Thief is a well crafted RPG which should offer hours of exploration and discovery. The whole game is shot through with humour, often in the form of insults and put-downs which help to set and maintain a very enjoyable atmosphere. Its style is a really well-considered combination of traditional adventure and character building with plenty of flexibility to explore and try out ideas.

**LANGUAGE** 90  
Clear command graphics, consistent symbols for control, excellent command structure, graphics are rather unimpressive, almost not worth up to the standard of other adventures.

**CHARACTERS** 95  
A lot of characterisation, consistent representation, you can get your own name and voice, although representation is limited to other characters.

**CHALLENGE** 90  
Offers you a lot of things to do, the whole range of things to do, consistent challenge in solving and not just from the environment.

**TRAVEL** 90  
The story is a little bit strange, characterisation good.

## ACE RATING 850

**Final Verdict** This is a fresh and original approach to the genre, easy to install to work items and non-linear, excellent if you want a challenging challenge to your mind and those of your friends. It's a real find.

# MYSTERY OF THE MUMMY

A quick glimpse of a new detective-style graphic adventure from RAINBOW ARTS in the style of some of the recent French mysteries (Mortville Manor, for example) you explore Hamburg in a search for a missing runaway.

**T**he year is 1962; the place Hamburg in the new adventure from Rainbow Arts. Programmed by Title King the game casts you as a lawyer who, together with his three-hundred-year-old partner, is approached by local resident Rudolf Palenberg.

It seems a matter belonging to Mr Palenberg's father was stolen from an exhibition several years ago and never recovered. Now there has reached his ear that an important African museum is to be put up for auction. Your task is to discover whether the lost sculpture set in fact was not the statue. As a typical gambler of the era, you are due in Munich on Thursday and today a Sunday—your time is therefore limited.

The screen display is divided into sections which show in stock with the current time, a short text description of your location and conversations with other people, a set of icons for



controlling the game. A variety of your location and how far, showing your level of energy, hunger, thirst and loneliness, input is a mixture of mouse/track and typing (abbreviated, names etc).

either on foot or by car.

Since I haven't got very far into the game yet, let me entreat you give this one the benefit of a full rating. Stand by for more details next month.

# DRAGONS OF FLAME

US GOLD continue the *Heroes of the Lance* saga but tone down the hack/slay elements

**R**emember *Heroes of the Lance*? Did you manage to enjoy the Duke of Medakal from *Heroes of the Guardian*? If so, you'll enjoy the follow-up in the *Dragon* series.

Dragon- or fantasy fans, expect old errors the face of *Heroes* will only be *Guardian* plots and holding out. Although the story will tell the *Companions* will have a chance to face the streets of *Fire* (Mortville) and recover the long-lost *Wynnielayer*. The *Companions* must not the quarter of *Western* *Dragon* forces to succeed.

Play takes place at the game initially will the party seen from overhead as they move about the countryside. However the *Dragon* forces are complete and battle is joined from the first moments of the game.

As combat becomes involved the user's view changes to the more familiar side-on shot as used in *Heroes*. Fighting is a matter of using low, middle or high at the enemy or casting ranged weapons such as spears from a safe distance. If you're anything like me, you'll find yourself frustratedly engaging the joyless computer just to stay alive. Following combat the price of a key return, the screen is as mentioned above.

All your characters are chosen in combat at

the bottom of the screen together with a companion partner (on the left). Accessing commands is achieved by pointing the mouse cursor to bring up the main menu. From here various options can be selected such as spell casting, closing the inventory, and *Wynnielayer* (which is *Wynnielayer*). Also available is a command to show a map of the whole area of the quest or what you can find.

The *Dragon* is made up of several levels containing a variety of secret doors and traps and is very similar to *Heroes* usually with your character (often *Wynnielayer*) against the *Wynnielayer* (which is *Wynnielayer*) of *Wynnielayer*.

The *Dragon*'s, as *Wynnielayer* however, fight primary combat moves, identifying objects and changing to much easier and quick an which of *Wynnielayer* the game more friendly than its predecessor.

While *Heroes of the Lance* had too much of the hack/slay and too few strategic elements for my liking, *Dragons of Flame* seems to have a far better balance. Besides offering a wider range of adventure tactics, although some still an arcade adventure, the game contains enough puzzle elements to satisfy most followers of the fantasy genre.



Characters in *Dragons of Flame* are much less readily slain than they were in *Heroes* and easier on the eye to look.

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Screen shot from 'HOLLYWOOD POKER'



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# TRICKS 'N' TACTICS

FEELING LOST? TNT GETS THOSE TRICKY GAMES MAPPED OUT

## TV Sports Football

If you enjoyed this game as much as I did then by now you are probably at the shops where you want to improve your playing skills. These 20 game from Microgamer of Gloucester, Kent might prove helpful in doing so:

- 1 Kicks Points on the ball in use.
- 2 Don't run with your quarter back.
- 3 Always pass the ball at the start of an opportunity.
- 4 Passing to the left is generally better than to the right.
- 5 Make sure the ball is thrown in front of the halfback.
- 6 Don't make long passes as there is probably a member of the opposition further up the pitch.
- 7 Run along the edges.
- 8 Try not to pass into the end zone. Try to set the ball in.
- 9 Run straight ahead and go as quickly when there is someone running in front or behind you.
- 10 If you don't do well as your first three downs go for a field goal instead of making a only throw-in.
- 11 Field goals have more chance of going in than the 40 yard line.
- 12 Never go for the punt.
- 13 In defence use blitzes as often as possible.
- 14 Use Time-Outs only when you are losing.
- 15 Use the 4-3 alignment rather than the 3-4.
- 16 Use the ground formation rather than the T formation and the shotgun.

## The Darker Side of Freescape

Leave Hughes of Hartford, Connecticut to stroll through Dark Side from locations, and here goes on the benefit of his insight into the game.

Start by destroying GEDs 1, 2. Now go to the Bazaar. Go into the building that is a front of you when you are facing North. In here you will see two sets, and silver Mooks. Collect all of them.

Now destroy GEDs 3/4. This will give you quite a bit of time. Now go through either (limited) or Freeway Walk by the person you see until you get through a prison.



## More C64 Pokes Galore

Never let it be said that ACE ignores C64 owners. After a whole TNT column in November, in November C64 owners can celebrate the new year with yet more games. This time they're from Ace Tracker and cracker Koen Schreels. Listed: Garguise. Thanks a million fans.

### ACE (unlimited lives)

POKE: 34956 (1/2)  
SFS 286/2 (no-restart)

### LEGIONARIS (passwords)

Keywords:  
Football  
Other

### GREEN WOOD

POKE: 4548 (1/2)  
SFS 4360 (no-restart)

### (passwords)

Mr Rump (level 2)  
Clones (level 2)  
Whisper (level 4)  
Sambal (level 5)  
Cockpays (level 6)  
Gibson (level 7)



### MR. HELL (passwords)

CHAMELALLODRET  
LEVEL: 2)  
DRAOFHALLLODROF  
LEVEL: 3)

It is always best to search for the little inconsistencies, with ACE's and SFS for the story games.

### FIRST STONE

(keyword: Stone)  
POKE: 36236 (1/2)  
SFS 395 (no-restart)

### NEW GARDENHOUSE

POKE: 2703 (1/2) (keyword: Seed)  
POKE: 51156 (1/2) (keyword: Samba)  
POKE: 16086 (1/2) (keyword: Samba)  
SFS 24480 (no-restart)



### KING OF THE BEACH

(passwords):  
Samba (level 2) Chugul  
Clones (level 3) Hooey  
Teeble (level 4) Red  
Samba (level 5) Samba  
Samba (level 6) Samba

(Try these for other 6)

Logic off  
Logic off  
Shoot on  
Shoot off  
Ball on  
Dunk on

### (Knee tips)

\* Always play with double  
\* smooch after the reception  
\* when playing on the left side, get up at the upper corner  
\* on the right side, get up at the lower corner  
\* jelly is a ball  
\* look at the girl after 3 rounds

When inside collect the Telepod Crystal (you get red). You do this by floating into the beam, you will either be going up fast or shield. Soon the door will open when you have exited the prison you will be in the tunnels. When you have got out of the tunnels go and destroy GEDs 8-15.

Now go to Sinus enter the building in the West, this is done by shooting the block above the door (level 10-15) when when level 20/24 go to the top from you will see two fast rods, and two shield Mooks and a Telepod Crystal.

From here go to Ishtar, get into the building East of the river. To do this you have to Jolt/Fac over a beam hole, then get into the building. In it you will find four tele-transmitters. Now go and destroy GEDs 16-20. Go to Tellys and collect the four telepods.

Now you can get the other first Telepod Crystal (destroy GEDs 20/24). Go to Poplar and go into the hospital and shoot the crystal that takes you to Tellys. Here you will find the first Telepod Crystal. Use this to take you to the MERCUL vector. Take the letter K, then go back to Tellys and go

through the door gate. Destroy the first GED and the game is complete.

## CPC Capers

Right C64 owners have had their fun, now it's time for some juicy adventures by Amstrad owners. These two are especially fine from Leon Hughes of Hartford, Essex.

### ROAD RANNER - HIDE

On the Amstrad Laser type US for ultimate fun.

Let me tell you — I'm impressed when I played the Maelow of the Beast. I thought it was extremely difficult. I certainly wasn't expecting an overly chaotic, topsy-turvy solution to be laid in the middle. Obviously there are plenty of ACE readers out there who can just eyeball the hell-walk puzzle challenge from afar.

Away on with the good stuff! The solution below has been compiled from those sent in by Mark Bunker of Preston Lancashire and Darren Steve Peter Whitmore (pseud.) of Southampton in Hampshire. Both also sent maps of the true level, and Darren also supplied the map for the castle wall.

Follow the arrow left at the start. Punch the buttons and the jacks remembering to grab the grader.



● Trap ▲ Strength ■ Laser Gun

# Beastly Business

Initially it's difficult to see when you reach the door at the level, enter it.

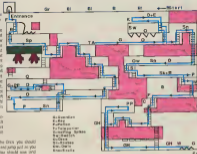
Once you are inside the first go right and jump the ladder that appears from behind you. Now descend the ladder and punch the bar when it reaches the lower part of its flight. Go down the next ladder and run towards the giant insects. Now crouch and keep doing low punches until they are all destroyed. Now go down a girl from that up to the right corridor going right, then down to the right, and then again until you can not go down any further. Now go left and down. Then continue left and you reach a point where acid is dropping from above.

Try to avoid the acid and continue until some ones approach you. Run towards them and as they swing their swords, let them beat it.

Once you have finished off the Gink you should see the end of the platform. Run and jump just as you are about to fall off the edge. You should see and safely on the opposite ledge from which you can retrieve the key.

Now step off the platform and fall to the lower ledge. Here you can collect a strength potion which will give you full health. Now right, punching the green snakes as you go. Now climb up the ladder and go to the left. There more purple ones will come towards you. Use the same method to let them as you and before.

Run up to the grader and crouch when it touches the floor. It stops breathing. Stand up and punch the wall that it hits once. Then crouch again immediately for you it get back. Repeat this process



until the ball breaks. You should now shoot light bolts. Walk right and enter the forest. You will appear at the position marked on the map as 1A. Go right until you reach the next garden.

Try to look at him until he dies. Don't let him touch you or you will be separated. Run right after you have killed him and kill the ones on before. Try to avoid the spikes (not easy).

Now go up the ladder and up again. Go across to the left, and when the spot bounce up run under them one at a time. Stop at where each one is a

1A-1B-1C  
1D-1E-1F  
1G-1H-1I  
1J-1K-1L  
1M-1N-1O  
1P-1Q-1R  
1S-1T-1U  
1V-1W-1X  
1Y-1Z  
1AA-1AB  
1AC-1AD  
1AE-1AF  
1AG-1AH  
1AI-1AJ  
1AK-1AL  
1AM-1AN  
1AO-1AP  
1AQ-1AR  
1AS-1AT  
1AU-1AV  
1AW-1AX  
1AY-1AZ  
1BA-1BB  
1BC-1BD  
1BE-1BF  
1BG-1BH  
1BI-1BJ  
1BK-1BL  
1BM-1BN  
1BO-1BP  
1BQ-1BR  
1BS-1BT  
1BU-1BV  
1BW-1BX  
1BY-1BZ  
1CA-1CB  
1CC-1CD  
1CE-1CF  
1CG-1CH  
1CI-1CJ  
1CK-1CL  
1CM-1CN  
1CO-1CP  
1CQ-1CR  
1CS-1CT  
1CU-1CV  
1CW-1CX  
1CY-1CZ  
1DA-1DB  
1DC-1DD  
1DE-1DF  
1DG-1DH  
1DI-1DJ  
1DK-1DL  
1DM-1DN  
1DO-1DP  
1DQ-1DR  
1DS-1DT  
1DU-1DV  
1DW-1DX  
1DY-1DZ  
1EA-1EB  
1EC-1ED  
1EE-1EF  
1EG-1EH  
1EI-1EJ  
1EK-1EL  
1EM-1EN  
1EO-1EP  
1EQ-1ER  
1ES-1ET  
1EU-1EV  
1EW-1EX  
1EY-1EZ  
1FA-1FB  
1FC-1FD  
1FE-1FF  
1FG-1FH  
1FI-1FJ  
1FK-1FL  
1FM-1FN  
1FO-1FP  
1FQ-1FR  
1FS-1FT  
1FU-1FV  
1FW-1FX  
1FY-1FZ  
1GA-1GB  
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1GQ-1GR  
1GS-1GT  
1GU-1GV  
1GW-1GX  
1GY-1GZ  
1HA-1HB  
1HC-1HD  
1HE-1HF  
1HG-1HH  
1HI-1HJ  
1HK-1HL  
1HM-1HN  
1HO-1HP  
1HQ-1HR  
1HS-1HT  
1HU-1HV  
1HW-1HX  
1HY-1HZ  
1IA-1IB  
1IC-1ID  
1IE-1IF  
1IG-1IH  
1II-1IJ  
1IK-1IL  
1IM-1IN  
1IO-1IP  
1IQ-1IR  
1IS-1IT  
1IU-1IV  
1IW-1IX  
1IY-1IZ  
1JA-1JB  
1JC-1JD  
1JE-1JF  
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1JI-1JJ  
1JK-1JL  
1JM-1JN  
1JO-1JP  
1JQ-1JR  
1JS-1JT  
1JU-1JV  
1JW-1JX  
1JY-1JZ  
1KA-1KB  
1KC-1KD  
1KE-1KF  
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1KM-1KN  
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1KW-1KX  
1KY-1KZ  
1LA-1LB  
1LC-1LD  
1LE-1LF  
1LG-1LH  
1LI-1LJ  
1LK-1LL  
1LM-1LN  
1LO-1LP  
1LQ-1LR  
1LS-1LT  
1LU-1LV  
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1LY-1LZ  
1MA-1MB  
1MC-1MD  
1ME-1MF  
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1MK-1ML  
1MM-1MN  
1MO-1MP  
1MQ-1MR  
1MS-1MT  
1MU-1MV  
1MW-1MX  
1MY-1MZ  
1NA-1NB  
1NC-1ND  
1NE-1NF  
1NG-1NH  
1NI-1NJ  
1NK-1NL  
1NM-1NN  
1NO-1NP  
1NQ-1NR  
1NS-1NT  
1NU-1NV  
1NW-1NX  
1NY-1NZ  
1OA-1OB  
1OC-1OD  
1OE-1OF  
1OG-1OH  
1OI-1OJ  
1OK-1OL  
1OM-1ON  
1OO-1OP  
1OQ-1OR  
1OS-1OT  
1OU-1OV  
1OW-1OX  
1OY-1OZ  
1PA-1PB  
1PC-1PD  
1PE-1PF  
1PG-1PH  
1PI-1PJ  
1PK-1PL  
1PM-1PN  
1PO-1PP  
1PQ-1PR  
1PS-1PT  
1PU-1PV  
1PW-1PX  
1PY-1PZ  
1QA-1QB  
1QC-1QD  
1QE-1QF  
1QG-1QH  
1QI-1QJ  
1QK-1QL  
1QM-1QN  
1QO-1QP  
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1QY-1QZ  
1RA-1RB  
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1RK-1RL  
1RM-1RN  
1RO-1RP  
1RQ-1RR  
1RS-1RT  
1RU-1RV  
1RW-1RX  
1RY-1RZ  
1SA-1SB  
1SC-1SD  
1SE-1SF  
1SG-1SH  
1SI-1SJ  
1SK-1SL  
1SM-1SN  
1SO-1SP  
1SQ-1SR  
1SS-1ST  
1SU-1SV  
1SW-1SX  
1SY-1SZ  
1TA-1TB  
1TC-1TD  
1TE-1TF  
1TG-1TH  
1TI-1TJ  
1TK-1TL  
1TM-1TN  
1TO-1TP  
1TQ-1TR  
1TS-1TT  
1TU-1TV  
1TW-1TX  
1TY-1TZ  
1UA-1UB  
1UC-1UD  
1UE-1UF  
1UG-1UH  
1UI-1UJ  
1UK-1UL  
1UM-1UN  
1UO-1UP  
1UQ-1UR  
1US-1UT  
1UU-1UV  
1UW-1UX  
1UY-1UZ  
1VA-1VB  
1VC-1VD  
1VE-1VF  
1VG-1VH  
1VI-1VJ  
1VK-1VL  
1VM-1VN  
1VO-1VP  
1VQ-1VR  
1VS-1VT  
1VU-1VV  
1VW-1VX  
1VY-1VZ  
1WA-1WB  
1WC-1WD  
1WE-1WF  
1WG-1WH  
1WI-1WJ  
1WK-1WL  
1WM-1WN  
1WO-1WP  
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1WS-1WT  
1WU-1WV  
1WW-1WX  
1WY-1WZ  
1XA-1XB  
1XC-1XD  
1XE-1XF  
1XG-1XH  
1XI-1XJ  
1XK-1XL  
1XM-1XN  
1XO-1XP  
1XQ-1XR  
1XS-1XT  
1XU-1XV  
1XW-1XZ  
1YA-1YB  
1YC-1YD  
1YE-1YF  
1YG-1YH  
1YI-1YJ  
1YK-1YL  
1YM-1YN  
1YO-1YP  
1YQ-1YR  
1YS-1YT  
1YU-1YV  
1YW-1YX  
1YY-1YZ  
1ZA-1ZB  
1ZC-1ZD  
1ZE-1ZF  
1ZG-1ZH  
1ZI-1ZJ  
1ZK-1ZL  
1ZM-1ZN  
1ZO-1ZP  
1ZQ-1ZR  
1ZS-1ZT  
1ZU-1ZV  
1ZW-1ZX  
1ZY-1ZZ

not deal with what comes to you. Dispatch this with a punch. When you get to the altar side of the gate form, get the key and go back across and down. Now go to the right and left to deal three groups and down the altar. Like chests should begin to fall from above. Stand in front of the gate if it when they fall and punch them. Now jump quickly past the snakes. If you have enough energy left it may be easier to run through them all.

You should now come to some cool terrain. When the first of these goes up, run for it and continue running through the oval barrier(s). Go down to the dug and jump it and then fall down. Continue running and hit the bar as before. Now punch the skull and by one side you reach another position where you should collect. Go down the stairs and jump the worm. Continue down and then run along and a large hole will fly above and drop the bombs. Stand in between the bombs and jump the hole.

Now move down walking the crawler. Go left and kill the ghost, and then go up and collect the power punch which you will take damage from while collecting because you have previously pulled the lever which starts off the electric field around



4) Now go down and right and into the thunders. Continue right until you reach the worms. Get as close to each one as possible and when it goes run up to the dragon and return. Then punch his tail. When it dies, quickly run into the well and climb out into daylight.

As ground level goes and pushing everything and you get to the center. Before you can reach, collect the light so you can see. Once made release the foot then make your way down to collect the gear gun. Now disable the field with the tool in order to proceed, killing the monster and collecting the jet pack.

Go level two you have everything. On the first level punch everything and kill the goat at the end to finish.

OK, you're saying that makes it easier, but it's still super difficult. I agree, and so does King Olaf of Cinderblock Derbyshire. So to help let think play on who are still doing after five minutes play and long to see more of the great graphics in the game, here is to cheat for infinite energy.

When the sliding screen with the picture of the great operators, press and hold down the fire but run on the joystick and the left mouse button and prompted to insert disk two. Now proceed to not run out and you will have infinite energy.

#### AFTER GAMES - ADVICE

Levels 1-10 are easy, so try to gain as many bonus items as possible for later levels. Concentrate on shooting planes down to mountains are easy to drop.

Levels 11-16 are slightly more difficult, still try to shoot planes down earlier than worrying about shooting missiles.

Levels 19-21 are difficult. You will lose some lives. Stop shooting planes and start dodging the missiles. To do this, move up and down. Don't try and pick up any crystals as the missiles are not fired in a set sequence. If you try to shoot your forward screen will be obscured and you are more likely to get shot down.

Go to level vector 0 and 12 go at max main speed. Levels 13, 14, and 23 are just landing and evaluating score. 23 where you have completed the game.

#### OPERATION WOLF - ADVICE

Level 1 is simple, just keep your head low in the middle and occasionally move up and of course down for supplies.

Level 2 is the same as level 1 except you should go up a bit more for the paratroopers. Level 3 is the same as level 1 except that you should not worry about health too much because the villagers will replenish it like a grenade when there are too many men.

Level 4 is as level 1 except you do not need to worry about ammo at the ammo factory in your front. Helicopters are a real problem here.

Level 5 is as level 1 except you should shoot permanently at some points.

Level 6 requires you to kill 120 men, so with little time. Be everywhere and try to use all your grenades and the first half of a level. There are many airplanes to pick up.

## Forgotten Worlds

This one comes from Ian's idea of Chantry West Midlands, and is a solution to the first three levels.

#### Level 1

Collect as many boxes (currency) as you can. Don't your way through walls in a straightforward manner. Don't try and shoot the last bit of ground based aircraft. Go to the shop. Buy everything you can. Once you are out of the shop, fly and kill the sporadic rocket planes they reflect weak strength. When you're near the end of the level, guide your man through the gate to the dem-

god before they close temporarily. Now guide your man to the bottom right-hand corner as fast as possible and the dem-god will be automatically.

#### Level 2

Kill the bombs and other items with your weapon. Buy full set of that shop. Don't buy multimedical first. To avoid giant snakes, stay as close to the top of the screen as possible. To destroy gunboats, stay at the bottom of the screen and shoot across (your v-cannon will protect you from their shots). To kill the dual dragon, position your man directly above the dragon's head and make him face towards the bottom left-hand corner and keep shooting. The dragon will die (your v-cannon will kill the cards).

#### Level 3

Kill the aliens in a straightforward manner. Go to the shop. Buy the best weapon equipment. Don't buy items yourself. When a alien signal heading appears, guide your man to the bottom right-hand corner. Use the top-right corner and keep shooting. Once you have reached the top, reposition your man at the bottom of the screen and to shoot and track you.

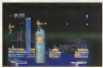
Once you enter the three gates to the god of war, position your man at the bottom left corner facing up. The area of the god will not touch you now.



When you reach the head, move a little to the right and lie up at his shoulder. When it blows up, move to the other side and die once with the right shoulder and that blows too. Then make your man face to the top left-hand corner and move a little to the left. This shoot his man until he dies. All this takes a little practice.

#### Level 4

Jump but you're on your own for the rest.



# Megatips for a Megablast

**Knob?** I remember how good it was to have a complete guide to the Omega Destroyer's first nine shockwaves. Know it? No, you're not — get reading and then get playing.

I've a hint on joystick, I have a joystick and a squelching turbo-boost of which have excellent auto-aim options. If your joystick doesn't have this then buy one in town as it becomes available today. It is really handy as handy when your bigger finger gets sore.

**Knows it? Okay, Table**  
What to buy and what to sell

SHOP #	SELL	BUY
1	nothing	Health (and what other stuff shops)
2	Beer	Crashback (Sawyer's 2)
3		Cannon (Pawpaw's 1)
4		Lower Passage 1 & 2
5		Lower Passage (Life if you need it)
6		Life (if you need it)

This table shows the items I bought to complete the game, but at shop 5 you may want to try out some new weapons.

**Having Missiles** — so good it got big. Even as they can shoot away first, just before the battery load (at level 5).

**Bombs** — easy effective, but if you already have soldiers you will have no room to carry them. If you need to try these out then get into and buy new.

**Protection** — makes your shield last longer. I prefer a life raft.

**Chase** — safe good, but better when powered up.

**Over control** for getting out of sticky situations.

**Laser** — the best weapon when power = 3. Burns through every thing in its way.

**Bomb Destroyer** — if you want a surprise this is the thing to get.

**Miss** — these are effective if you can remember the positions of the events, as a well laid down can

obliterate a complete row.

**Destroy Ball** — useful in the main passage level 2 for destroying weapons behind you. Sometimes a destroyer in my experience is not usually in a corner of the screen or set on it as all things in back by keeping the fire button down and moving the joystick off the screen I was able to hit two targets.

**Flame** — this isn't really effective with adults as because the fire button needs to be constantly pressed to give a continuous stream. Limited range.

**Health** — Unless you are less than three quarters full don't get it, except at level 4 where there's no free health.



→ Level 2

- Go up and shoot the eye
- Go along the top
- Shoot the other eye
- Go down and shoot the tail eye



↑ Level 2

- Circle around the wheel destroying bridge
- Make sure that when you are shooting the spider you are as far away as possible in front of it. Don't worry you will be slightly punished against the wheel and all the things will go swimming by.

↑ Level 3

Rock Passage

- When you approach level 3 and see the rock take care!



## Guardians

**Level 1: Shellfish**

Shoot it in the eye

**Level 2: Star-destroyer**

**Level 3 (D): Crab**

Shoot its eyes. To avoid it move in a rough figure of 8 pattern. Watch out for those red-hot fire claws.

**Level 4 (D): Scorpion**

At the point you should have at least 2 heavy weapons at the side. Position yourself outside of the bottom-most and so be arranged to see head as he moves across. He should then see up having loads of money.

**Level 5 (D): Dragon**

As it appears go left to the side and suddenly advance. Four soldiers should lock off those cross heads. Stay far the left as the way will end go down but don't stay at the bottom. Just off the dragon's head it is new. Just after he has leaped go right to the bottom and in ten less it when it turns to the head shoot.

**Level 6 (D): Christian**

Just advance up the side and do some of his eyes. Now push your self forward and to his left and you can get the body with the scepter as well. The same having to double the longer.

**Level 7 (D): Book**

Pick up the floating circle while destroying the barrels. Now push your lower down centre so you can head the tank without getting hit by its gun/loop.

**Level 8 (D): Balloonist**

If you haven't got a power 3 scepter then you've got no chance really. First shoot the supports until they're flat. Now push off both barrels. Advance up the side destroying the barrels. Watch out for little balloons hitting you from behind. Destroy the stairs and then go down. Pump the steps the lot of but little and enjoy the riding.

# TINTIN ON THE MOON



*Hello, Hello... This is Earth calling Moon Rocket... Hello, Hello*

*Hello Hello This is Earth Calling Moon Rocket Calling Moon Rocket*

*Excuse me! I have something that happened to the Moon!*



"Hello space station! This is the moon rocket. Tintin speaking. I have just repaired components. Everything seems OK, we are now taking over the controls of the rocket!" About the rocket, you will solve with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Barr, the traitor, who wants to make the expedition fail? Will you be able to find the anti-gravityer to put out the fire, even while floating in zero gravity (which is everybody's idea of fun)? Will you succeed in finding and repairing the tanks and freeing your companions inside to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé.

Before Armstrong there was Tintin and... may be you!

Available on AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C64, IBM PC.

INFOGRADES



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The console crackers' team are back again! Jojo Cicero and Mark Hoek of Cardiff, South Glamorgan are back again with more amazing tips - this time we have the maps for rounds 1-9 of Spy vs. Spy on the Sega.

round 1



round 2



round 3



round 4



round 9



round 5



round 6



round 8



round 7



KEY	
LU	Ladder Up
LD	Ladder Down
—	Disconnection
■	Start



# CONSOLE CORNER



# BATTLETECHnology

ACE reveals the story, specs and sensation of 31st Century gaming...



Each cockpit is equipped with a 3D video monitor, which serves as a front window to the vehicle and displays graphics of the surrounding environment and the ongoing battle. The secondary screen is used for radar and vehicle status. Most cockpits are lit up with buttons, weapon selection displays, throttle control, directional pads, calling message cards, radio controls for communication with teammates and enemies and other battle-related functions all add to the realism of the battle.

It's not just the cockpit that's new, though. The game itself is a real-time strategy (RTS) game, but with a twist: You're not just controlling a single unit, you're controlling a whole army. You can build up a base, train units, and send them out to fight. You can also use a variety of tactics, such as using your units to attack from behind or using your units to defend your base. The game is set in a futuristic world where the only way to survive is by using your wits and your weapons.

## COMMANDING FROM BEHIND

As a player, you'll be able to control a variety of units, from small scouts to large tanks. You'll be able to build up a base, train units, and send them out to fight. You can also use a variety of tactics, such as using your units to attack from behind or using your units to defend your base. The game is set in a futuristic world where the only way to survive is by using your wits and your weapons.



Each mech has its own unique abilities and weapons. You'll be able to build up a base, train units, and send them out to fight. You can also use a variety of tactics, such as using your units to attack from behind or using your units to defend your base.

## BattleTech cockpit controls





### BattleShip Open

Each BattleShip Centre contains 2000 of 16-bit and 24 processing PC boards, which take up the graphics board and control centre systems. The computers Centre deals with the data transfer via a local network. The computer board control can handle 100 2D boards in the same using a maximum of 84000 colours in a screen of 640 x 480.

The games boards are built between and across channels, the primary 'top the first screen' board and a secondary board used for video and other information. DSP through the primary to view graphics, custom different from the 2D image, but sometimes, which could be processed. It can also be used to transfer images, usually, but really necessary to transfer the continuous motion between BattleShip Centre games systems, and other programs 'area' images also have graphics, installed via a CPU system and rendered using software, shading, texture lighting and image processing. The graphics system also can a few and several graphics display which perform hardware coding of the image, rendering and others 3D transformations such as rendering, scaling, fog and clipping.

### Primary screen

1 video processor	6602 (a 68000)
1 hardware throughput	400 (two boards) or a 400 (one) image board, 640
1 hardware throughput	500 (one) image board, 640
Control system	100-200
Rendered software resources	30000
Local video output	1.5 (three) boards
Software memory	25 (two) boards, 10000, 400, 100, 1000
Depth mapping & memory	
Video graphics output	Rendered coding of graphics engine and software 3D transformations.

### Secondary screen

Game and graphics processor	6602 (a 68000)
Control resources	30000
1 frame per screen	64
100-200 boards	4000

### Sound system

11-bit	6800
Digital samples	approx 600 (two) boards
Sample	20
16-bit per channel	32
Memory	4000 (two)

The sound system incorporates three sound processor boards, using three ways to generate digitally synthesized sounds from either through network control, network control with frequency control or 16-bit digital samples.

### Control console

- Eight control systems, each containing three long buttons
- Along boards
- Media and video
- Microprocessor control
- Microprocessor control
- 16-bit digital
- 16-bit digital 2.0000 (a 68000)
- 100-200 (a 68000) digital
- Control system (data to external control) and one a control console board.



An image output is placed on screen, it's assigned a colour palette which consists of 256 colours. Palettes are assigned based on the output type, like from and software. An example from the palette can be displayed. In the real world, an output board further away it leads to be used into the back ground - the palette system within this perfectly.



BattleShip Centre uses a new system of boards for the image, based to be played over the next six months. This particular board-board system mostly is a three-board set.

use a huge mathematics mathematical computer. Says: Mike Hanson, director of BattleShip Centre system development at Incredible Technologies, Mission Viejo: "In the past only governments could afford this sort of thing. ISP has found a way to bring the person on the street the same sophisticated images of commercial and military flight simulators used by NASA and the Air Force."

### PLAY THE GAME

The BattleShip Centre is an environmental complex which considers a personal network, the core supporting being an eight-player battle. Each player sits in an enclosed cockpit, which simulator allows each controller to see a graphic image of the other player's vehicle, their movements and the surrounding terrain. The BattleShip Centre operates in a 5000 square foot location, encompassing a lobby area, two combat information systems, entertainment hall and two lounge areas.

The lobby area is decorated as a western of a great starship with 2012 video monitors (broadcasting battles) surrounds from the lobby: cockpit simulator, information and 'Gala Eye View' of games, is presented. The cockpit with uniformed staff, but reminds players with sensory cues of a science fiction scenario. In the Combat Information Center, a uniformed officer hands players their sheet of orders and they are allowed to learn from strategies, scope the terrain of their mission and obtain information on the enemy via a 'user friendly' computer. The lounge areas are decorated by light cocktails (each 10 feet by 2-5 feet by 5 feet).

The simulators are connected via computer, will work to produce a real-time simulated experience in an intensive 3D environment. The terrain, vehicles and mission change every game, so each time you play BattleShip you face new challenges. In addition to the first time, the equipment you face is not a computer but another player who thinks ahead, learns from their mistakes, and is unpredictable.

Each BattleShip Centre will have two eight-player games going on simultaneously. The Centre can change its physical environment every 30 minutes. The game software and video are changed and the result is a site specific and retail type to master. The first two environments, created by BattleShip Centre are based on NASA's BattleShip and Nintendo League role-playing games. BattleShip is set in the year 2000, when the members of the battlefield are huge marine BattleShip which Nintendo League is a game of multi-player combat in the year 2000. ISP will create several other environments in the future.

The BattleShip Centre backs reservations for teams, or one and match individuals as they arrive to make up teams for each game separately. A full hour experience will be given on a per with a trip to the arena or quad-court.

The BattleShip Centre backs reservations for teams, or one and match individuals as they arrive to make up teams for each game separately. A full hour experience will be given on a per with a trip to the arena or quad-court.

### COMING TO A THEATRE NEAR YOU!

ISP plans to develop 250 BattleShip Centres across the United States and Canada and has a license for distribution in Japan. Each company will cost approximately \$700000 to build - \$6000 for the electronics package and \$1,000,000 for construction costs. The first BattleShip Centre was scheduled to open in Chicago before Christmas, but has been delayed until March 1996 due to licensing problems. However, releases in Los Angeles and Las Vegas are under negotiation. ISP is also in touch with major US arcade companies and franchise operators - we hope to have a deal signed soon. \*



# BEVERLY HILLS

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*Cop*

BEVERLY HILLS



TYE  
5 & PT



Look out, Beverly Hills! Here comes Axel Foley! The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" has taken Beverly Hills - and the law he's working at - on a ride that's as wild as any Hollywood is to stop the crime of the year, unless an army of tough guys (led by legendary film bad guy)

They'll stop him - whether he's clean, dirty, or anything in between. And they'll stop him again when he's clean, dirty, or anything in between. And they'll stop him again when he's clean, dirty, or anything in between. And they'll stop him again when he's clean, dirty, or anything in between.

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# UPDATES

A ROUND UP OF THE LATEST MAJOR CONVERSIONS

## PICTIONARY

The latest versions -  
ST, Spectrum, Amstrad



Pictionary on the ST

**Domark, Amiga Version**  
revised issue 26, ACE Rating 7/10

Having managed to capture the license for the most popular board game of all time (*Clued* First!)—for those who've been seen as a cupboard for the last few years, Domark have now turned their attention to the lat-

est '80s board game—Pictionary. The idea behind this one is that one member of a team draws a picture and the other players have to guess the word that the picture is intended to convey within a set time limit. Guessing the word correctly allows you to shoot your counter further round the board.

### ST VERSION

£24.99pb

The first thing that struck me about this version was how well the drawing utility actually stands up in its own right. All of the functions are particularly easy to access (just a single key press for each) and there are enough of them to produce some quite intricate pictures. The one tool is particularly useful and powerful. As an added bonus, once you have completed a picture you can save it in Postscript format (it is then a fairly simple matter to import it into most

OpenOffice or  
ST art soft-  
ware).

I'm not convinced that paying £25 for Pictionary on the ST is preferable to buying the original board game however. The ST and other versions do have the additional appeal of being able to watch all the pictures drawn to the computer (provided of course you're playing solo).

■ ACE RATING 7/10

### SPECTRUM VERSION

£19.99pb £14.99cc

The first thing I expected to find on loading up this version was an inferior double package. As I was pleasantly surprised to find that this was not the case, all of the functions available are easily accessed with either the pointer or a single key press. The draw package of files and other files versions is the lack of a mouse for drawing. I tried playing with the keyboard controls and to be quite honest, drawing anything other



Pictionary on the Spectrum

than very simple shapes proved to be a longwinded and painful process. It is still quite fun to play with the computer drawing the picture, although if you have the cassette version or prepared to wait during the frequent tape loads in the next block of pieces, a get-into-rendering.

■ ACE RATING 5/10

### AMSTRAD VERSION

£19.99pb £14.99cc

The presentation here is slightly better than on the Spectrum version, although the sound is still limited to a few key tones and the occasional beep when you select a function. There are still the same difficulties with drawing without a mouse, although it is a little easier if you use a joystick. Again, not a bad effort, but both the ST and the other 512 versions are a little overpriced.

■ ACE RATING 5/10



Pictionary on the Amstrad



Finlandish Freddy on the ST

## ATARI ST

### FINNISH FREDDY'S BIG TOP 'O FUN

Workups, £29.95, Amiga Version reviewed issue 24  
ACE Rating 3.75

Finlandish Freddy is one of those games that really shows off the capabilities of the Amiga. It had great sound, bold cartoon style graphics and traps of humour. It was also the sort of game that could well have been at its apex once it had been converted to the ST. Happy that it isn't the case. Everything that made the game

so good is gone enough money to pay off the loan. These are High Diving, Juggling, Hoops, Swing up, Knife Throwing, Tightrope walking, and Harmon Conductor!

Each of the events is a set of four to master but matters are made easier by the presence of Finlandish Freddy himself — an evil little clown who is determined to sabotage every single event.

The whole thing is a bit of fun to play and the large horizontal screen should keep you entertained for some time. Beware about the tedious disc swapping though.

ACE RATING 7.05



Continental Circus on the ST

appealing on the Amiga has been packed into the ST version. Finicked is perhaps the wrong word to use: the whole thing spreads over two discs, then updates, a fact which is not made any more delightful by the necessity for frequently swapping the disc that is currently in the drive.

The idea behind Continental Freddy is that the tanks are about to explode so you and make your chess footing to allow you can come up with the code when 24 hours all will be lost. The way you manage this is by performing six circuits side with

## CONTINENTAL CIRCUS

Virgin/Mastertronic, £19.95, Amiga Version reviewed issue 26  
ACE Rating 4.75

Eighty 2D version of Tetris around 2D arcade racing game has now made it to the ST. Continental Circus was not the most amazing arcade game of 1988 but it did have the virtue of being extremely playable. The Amiga version was a superb conversion from the dedicated teacher and

as far as I can tell the ST version is identical in almost every respect. I say almost because the STs since sound chip has allowed the ugly fixed screen and faded things up for the Circus programmers. Actually it's not all that bad — you might just guess suddenly about as appealing as when you play.

There's a minor quibble though — the game is otherwise excellent. There are some interesting aspects to the game which gives it a slight edge over other similar offerings. If you crash for instance your car is damaged but not completely written off, so you still have time to crawl into the pits for a repair that's worth a look if you're a racing fan.

ACE RATING 8.00



Gallix on the PC

## PC

### GALLIX

Popyon, £24.95, Amiga Version reviewed issue 20,  
ACE Rating 6.00

Popyon are the sort of company who can take an old, simple idea, chuck in some pretty nice graphics and some amazing sounds, then bring out a game good enough to be mistaken for an arcade original. The idea for this one apparently comes from Gallix, but I doubt if many can remember it, I certainly can't. The idea is to shoot balls at the pool and to knock it into the opposing pit.

You can play against a friend or the computer. There's got an infinite number of balls, but each ball only lasts for a couple of seconds. The screen can sometimes get cluttered up the with an array of balls. The computer doesn't control the other player, but sets a gross boundary which can pre-

vent the puck from getting into the opposing goal. If you knock in three goals, the computer is against your opponent: you can progress to the next level. You can win the floor walk as well as the force and walls which lead into the opening of the goal. There are around 50 screens in the one player mode and about 20 in the two player. You can adjust the flow of the game by changing parameters like gravity, balls and counting. There are prizes in the form of balls that get you things like exploding balls and let him that quit-out "GOODBYE".

The VGA graphics don't do much for the PC in its best, but although the picture that will be anything on the ST and Amiga are included they feel to improve. Sprites and background graphics are pretty to look at but can be mentioned more clutter to the

screen. The sound is a bit irritating — enough to give you a headache. The game doesn't really present any challenge and is far from addictive. Gallix on the PC is similar to the other 15 or so releases, and does to start-up sequences, but this, I don't think quite make the grade.

ACE RATING 5.65

## UPDATES CRAZY!

Starting at issue 26 we'll be running a new updates section in ACE covering more machines, more games, and giving more detail.

If you've got any suggestions for the new section, let us know at ACE Updates, 20-22 Pembroke Lane, London, EC4A 3DF.

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2MB MEGA ST	£1899
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Do you already own an Atari ST?  Yes  No

# ACE GALLERY

ACE READERS PROVE THEIR PIXEL PROWESS...

**H**ere at ACE, we're well aware that our readers are a talented bunch and on these pages we're going to prove it. The stunning pieces of artwork that follow have all been produced by ACE readers on their own systems. Impressed? So were we. If you think you can do as well or better, then send your masterpieces to ACE, BLASING 600 Pease Court, 20-22 Farnington Lane, London EC7B 5AG. Your artwork should be supplied on a disk or cassette with a plotflow program that can be parsed and loading instructions. Ensure that all disks and tapes are clearly labelled with your name and address. Please enclose a stamped addressed envelope if you require the disk's master to be returned.



**CHRISTIAN CAPSTAFF, Great Yarmouth, AMSTRAD CPC 464**

These two pictures just go to show that you don't have to own expensive third-rate mice to produce great artwork. Christian drew these pictures of Superman and Flash using ZEP's Advanced Art Studio, one of the best art programs available for 8-bit machines.

Both pictures make good use of strong colour and well-defined lines to achieve the necessary cartoon-like quality. Notice the good use of shading in the Flashman picture to make up for the limited colours available on the CPC.

**ANDREW WALLIS, Brough, North Humberside, AMSTRAD**

The Flintstones and Betty Boop were both initially drawn using Advanced Art Studio, and then finished off with Image Plus (an excellent 8-bit art package characterized by its ability to mix with ZEP and to work in all three screen resolutions).

Andrew has clearly stuck to the principles of cartoon art to produce these pieces. Keep all your lines strong and simple and go for bold, distinctive colours. You will be surprised at the degree of recognition, popularity and sales you can incorporate into a good cartoon without resorting to complex, detailed drawings.



**SEAN STEW, Waterford, Ireland, COMMODORE 64**

These two pictures give us a superb example of the art of using your own imagination in a medium with few limitations and a limited colour palette. Sean has not been afraid to put himself to good effect. This is always a good idea because it gives the picture a more dynamic three-dimensional quality than is usually achieved. Sean's clear and confident style with the use of light colours to produce effective highlights.





**ANDREW WALLIS**, *Brough, North Humberston*  
**STAR 87**

The *Windones* and *Boytoy* themes were both initially drawn using *Advanced Art Studio*, and then finished off with *Page 45* (an excellent 3D art package characterized by its ability to run with 1600K and to render in all three screen resolutions).

*Boytoy* has clearly shown for the potential of 3D art to produce these effects. Keep all your lines strong and straight and go for solid, distinct colours. You will be amazed at the degree of expression, personality and action you can incorporate into a great cartoon without resorting to complex, detailed drawings.



**PAUL**, *London*

**STAR 87**

Paul used *Page 45* to produce the excellent scene picture, and an interesting illustration of the character *BT* holding the apple (in that resolution all of the picture has been light shaded in them, I had to use the *Page 45* mode to make sure they were accurate enough and had less of a rough edge. I hope these pictures show that almost anything can be achieved with a palette of only 16 colours.

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## NINTENDO COMPO .....143

Now's your chance to get going with portable games playing. Nintendo are offering you the chance of getting your mitts on the stunning Game Boy pocketable console Plus – those lovely people are putting up the Nintendo Deluxe NES home system.

## GAMES YOU'VE GOT TO HAVE .....132

The ACE updated guide to the games you just have to buy. Check them out, and then look at your collection. Remember – it's coming up to Christmas and time to give yourself a treat.

## BRUCE LEE VIDS! .....160

Crash! Pow! Mindscape are giving you the chance to add the COMPLETE set of Bruce Lee videos to your collection. And they're offering 10 readers copies of the great Bruce Lee game!

## ACE READERS PAGES .....158

Stacks of ads that might just contain the very second hand thing you've been looking for – or the help you need to crack that game that's been bugging you for months.

## COMPO RESULTS .....164

Are you in for a big prize? Or even a little one? Find out on our results page.

## THE ACE PRIZE PUZZLE .....153

Have you got a brain the size of a planet? Of course you have, and of course this month you really are going to win that exclusive prize for eggheads.

## CRAZY CAPTION COMPO! .....162

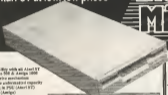
Richard Branson's in a pickle 'cos he can't get his balloon breath. Now it's a competition that's Wipe on the ridiculous we're giving you the chance to win the latest Virgin Mastertronic game – but only if you come up with a brilliant caption.

## DIARIES AND DATES .....142

All the events you need to know about in the coming month.

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# FLIGHT SIMULATIONS

How about flying the latest US Stealth Fighter as a mission over Bosnia? Or perhaps a quick flight over Hawaii would be more relaxing? Computer flight simulations can fulfill any flight fantasy.

## BATTLE-HAWKS 1942

London: GamesSoft Ltd  
 £17.99 (55k) ■ Single  
 £19.95 (67) ■ 234 (55k)

A BOMBING AIR COMBAT SIMULATOR COVERING THE FOUR MOST IMPORTANT BATTLES OF THE 1942 FIGHTING SEASONS FOR PROXIMATE HISTORICAL ACTION THIS ONE HAS SOMETHING — THE SOUND OF BOMB BARRAGE IS TERRIFICALLY DREADED AND THE PROXIMATE HISTORICAL EFFECT.

▲ ACE RATED  
 £29

## BOMBER

Amesbury: Spectrum  
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Bomber levels may seem a long way from the one — but certainly shows. The game gives the player just what he needs, but not what he needs, but not what he needs.

▲ ACE RATED  
 £25

## CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single

Fly a multitude of aircraft from an early biplane to the latest Phantom. It's a fantastic flight simulator, but not what you need, but not what you need.

▲ ACE RATED  
 £12

## F-15 COMBAT PILOT

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single

The look and action games to receive, and you can feel that quality of work when playing it — it's one of the most realistic flight sims on the market. It's a fantastic flight simulator, but not what you need, but not what you need.

## FALCON

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single

If you really want to know what it's like to fly, this is the one to get.

other everything associated with a realistic flight game. It's a fantastic flight simulator, but not what you need, but not what you need.

## ACE RATED #45

## FLIGHT SIMULATOR II

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single

The flight simulator that has been the most popular for years. It's a fantastic flight simulator, but not what you need, but not what you need.

## ACE RATED

will be yours. Can be played by a variety of users.

## ACE CLASSIC

## INTERCEPTOR

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single

It's the best flight simulator of the last few years. It's a fantastic flight simulator, but not what you need, but not what you need.

## ACE RATED

# RACING SIMULATIONS

In you can't have too much of a good thing, even if the excitement is finite to give the old timer a good going over. Racing sims have really come into their own over the past couple of years — and this is where you find out how to get the best of motor racing action — all from the comfort of that armchair in front of your computer.

## LOMBARD RAC RALLY

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
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Now through many years of being a top class racing simulator, Lombard Rally has become a classic. It's a fantastic racing simulator, but not what you need, but not what you need.

## FERRARI FORMULA ONE

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single

If you want to see how a game that was way

ahead of its time to start with. Take the wheel of a Ferrari Formula One car on some of the most famous racetracks in the world. It's a fantastic racing simulator, but not what you need, but not what you need.

## RACE

London: Art's Edge  
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The ultimate in the last of the racing simulator. It's a fantastic racing simulator, but not what you need, but not what you need.

## STUNT CAR RACER

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single

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The game itself is the most of computer racing to date. It's a fantastic racing simulator, but not what you need, but not what you need.

## SUPER HANG ON

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
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£14.95 (55k) ■ 234 (55k) ■ Single

It's a fantastic racing simulator, but not what you need, but not what you need.

## THE DUEL - TEST DRIVE II

London: Art's Edge  
 £14.95 (55k) ■ 234 (55k) ■ Single  
 £14.95 (55k) ■ 234 (55k) ■ Single

It's a fantastic racing simulator, but not what you need, but not what you need.

## THE ARSENAL

The way to win the race is to win it, but it's not to be won and that's why some people think it's a good idea to have a few days before they start to race. It's a fantastic racing simulator, but not what you need, but not what you need.

Well, not your least but Gary Williams. He's one of a number of great racing simulators that have been made in the last few years. It's a fantastic racing simulator, but not what you need, but not what you need.



# Computer Adventure World



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# WIN A HAND-HELD GAME BOY OR DELUXE NES CONSOLE, COURTESY OF NINTENDO



## TEN NINTENDO FACTS

- 1 Nintendo's first console appeared in 1985 when the NES came into play.
- 2 It sold more than 30 million consoles and software in over 2000 titles and won the Academy Award for Best Game in 1990.
- 3 The Game Boy handheld game console has sold over 40 million units in the U.S. alone.
- 4 The Game Boy has sold over 100 million units worldwide.
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and 40 of the NES, SNES, and Game Boy handheld consoles. The Game Boy handheld game console has sold over 40 million units in the U.S. alone.

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## OF FLIRT

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# SEGA MEGA DRIVE

ONLY MENTION MEGADRIVES OFFER THE FOLLOWING:-

1. ALL ARE PAL/RGB (SCART, AMSTRAD, 10845 MONITORS ETC)
2. COMPOSITE PAL OUTPUT- NOT INFERIOR VERSIONS WHERE THE DATA BUS CANNOT BE USED OF FUTURE GAME/PERIPHERALS
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For 16-bit owners who want a memory upgrade, external floppy, or colour printer bargain...

## Yes, it's true!

Every ACE reader can get £20 off his or her Christmas present simply by using the vouchers below. We've negotiated the special deal with Shekhana Computers. You can find out more by either calling (at their shop or telephoning) (details below). Your purchase can be made either by mail order or in person. The offer expires on January 30th 1993, so don't be late!

Voucher Number One will give you £20 off either an ST or Amiga. Check the telephone number on the voucher for our text prove to which the discount will apply.

Number Two will give you £20 off any one of the following:  
- an Amiga or ST 0.5Mb/1Mb RAM upgrade (normal discount price £100, yours for £80 with the ACE Voucher)

- an ST or Amiga external floppy drive for only £30 with the voucher

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This voucher entitles the bearer to £20 off either an ST or Amiga when purchased from Shekhana Computer Services.

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Tel: 01-335 8884

or by mail order from:  
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London  
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  - an ST or Amiga external floppy disk drive (asked by telephone for current normal price)
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# PRIZE PUZZLE

## Say By Acrobatic Moves

By itself in the 1990's there's a word-number puzzle based on the current year. As you can see, this number has already been selected at 3 across. That's the easy bit! Your task is to find two values, A and B, such that the expressions given will slot it into the grid.

Incidentally if you try this before the new year, it's more cutting 1989 in at 3 across. If you do there is no solution possible.

## The Clues

### Across

- 3) The current year  
4) B  
5) A times B

### Down

- 1) A squared  
2) B squared

### A quick note for puzzlers

We are hoping to increase the number and variety of puzzles appearing in these pages. If you have any comments or suggestions so that we could be of help to our readers, please write to us at ACE Magazines, 30-32 Farmingdon Lane, London EC2R 3JH.



## PRIZE PUZZLE JANUARY 1990 ENTRY FORM

Name

Address

Telephone

Listing enclosed (optional)

Completed entry forms should be sent to ACE, Jan 30 Prize Puzzle, 30-32 Farmingdon Lane, London EC2R 3JH, by 3/1/90.

## Results

Because of our little hiccup with the November puzzle (which meant printing a page and extending the deadline) there are no results this month.

But, never fear! The results for the previous two puzzles will be printed in the February edition.

Please note that puzzles are now referenced by month and year, not number.

February will also see the return of the much missed ACE Prize Converter! So all you word addicts out there will again be able to test your linguistic prowess. Complete Monthly.

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Computing Tablets provides a range of software tools for data analysis and visualization. Our products enable users to create interactive dashboards, reports, and charts, making it easier to understand complex data sets. We offer a variety of tablet applications for different platforms, including desktop, mobile, and web-based. Our software is designed to be flexible and adaptable, allowing users to customize their data visualization tools to suit their specific requirements. Contact us to learn more about our computing tablet software and how it can help you make data-driven decisions.

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Personal Software offers a range of software applications for home and personal use. Our products include productivity tools, entertainment software, and educational applications. We provide a variety of software options that can help you manage your personal life, entertain yourself, and learn new skills. Our software is designed to be user-friendly and enjoyable to use. Contact us to explore the full range of our personal software solutions.

## TELEPHONE SYSTEMS

Telephone Systems provides software solutions for managing and optimizing telephone services. Our products include call center management software, voicemail systems, and telephony integration tools. We offer a range of software options that can help you improve your telephone service efficiency and customer satisfaction. Our software is designed to be scalable and flexible, allowing you to adapt to changing business needs. Contact us to learn more about our telephone system software and how it can help you manage your telephone services more effectively.

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# The BLITTER END

## XMAS SILLY SEASON STARTS HERE!

**I**n fact, a strange month for the ACE team. Gerry Ridge Williams is off for weeks. Ed Hinton Hinton said he could not stand another drink either and Jim who's our girl falls here! Made a move on a girl at month! How are they going to cook with the Christmas Party Season? And to top it off Steve could not know 30p. Steve has disappeared into the Bermuda triangle - and he did it even before he Christmas present.

### In line with Locomotion!

Did you like the distribution of HP Locomotion in last month's ACE issue? If you like it, you can get the system in your hand to be pleased to know you can get it in state HP Locomotion! Contemporary design on 1.5MB 1.5MB Large and Data Link 27550 Limited Edition Print (Disk 1.50) was designed and numbered by the artist. It is in Special Edition Print (S2) (Please make checks/PDs payable to B.C. Daniels Ltd on orders and send order form: Steve Cannon, Hat 12, Block 2, Peabody Estate, The arbitrary Road, London SW17 2SA. DC Designers also does personalized designs. send S&H with your enquiries.

### Alan Lynn Competition

The closing date for the Alan Lynn competition (Further details ACE issue 27 page 121) has been extended to 7th January 1990.

### ACE 200 - 200

And the award for this month's most funny press release goes to - fun but too of course

### ACE TOP TITLES

#### Lawrence

1. Microphone • Image Books
2. Surround • Newgate
3. Tokyo • Nintendo • Cambridge
4. Book • Night • Barrow's Art.
5. Multi • System 2

#### Kit

1. Book • HP • Arco
2. Day • Nintendo • Cambridge
3. Game of Britain • Locomotion
4. Hard Cover • Dataink
5. Book • Nintendo • Newgate 300

#### Steve

- Lesson • Carl • Larry • B • Barrow's Art

#### Jim

- Cyril • Cyril • Man

#### Engine

1. Tokyo • Nintendo • Cambridge
2. Game • Game • Cambridge
3. Cambridge • Newgate
4. Day • Day • Image
5. Multi • System

#### Gary

1. Tokyo • Nintendo • Cambridge
2. Book • HP • Arco
3. Day • Multi • Day

ing. Amiga Games Scotland for its Multitask board press release (Issue 17) from OS8. This has called the parallel and optional SCSI port expansion device (which, complete with built-in high-speed serial controller, supports 8 features: 2 Serial Ports, 2MB 2MB and 2 ports, 2MB 80430 (1 MB) and the parallel port optional SCSI hard drive interface, and has OS8 and AppleTalk compatible hardware. Many North American computer users will already know the Amiga's OS capabilities. The device is so many possibilities for Amiga expansion that we know people have been waiting for!

Well, let's see you agree, it's pretty exciting stuff! But if you have SCSI format supports, still among your most desired possessions, you can always check out next month's ACE for the latest games, news, news, reviews, news, interviews and other stuff that don't end in the fact for you, your and have a very merry Christmas.

David

### NEXT MONTH

In the next and latest issue of ACE, we take an in-depth look at computer board games including the greatest board game to date. Amiga's first OS8 interview (once-waiting articles) award John Lomaxer talk to The facts - (Amiga's fully featured and you must maximize the console Super games to 100% Me and everything else that counts.

ACE 295 goes out on sale Thursday 4th January 1990.

### CRAZY CAPTION COMPETITION

Send in a hilarious, witty, a 14-letter and make sense (seriously can't be too long) whether or not you can be featured in... it is a good get your gallery into work on a day... if it is a Man... before a final game for you (unpublished). All you have to do is give us a caption for the picture and a game for your favourite console or computer game. The picture was taken at a recent party only ACE was there to full force to launch the Super Challenge game theme nights. The winning entry will be chosen by panel of well informed, sensible and extremely unbiased judges - that lets out most of the legal system here you say... but that not because it's a panel of just one... it is. The winner will be the person with either the funniest, most biting or really clever caption. Send your entries with attached your 10 letter\* to: Winthe Day 199 (0004)002 (Water Final Competition ACE) 199 by Court 3032 Farmville Lane, London E7 14 3SL. Don't forget to game to and include your full name, address and computer model. Entries must reach us by 7th January 1990.



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